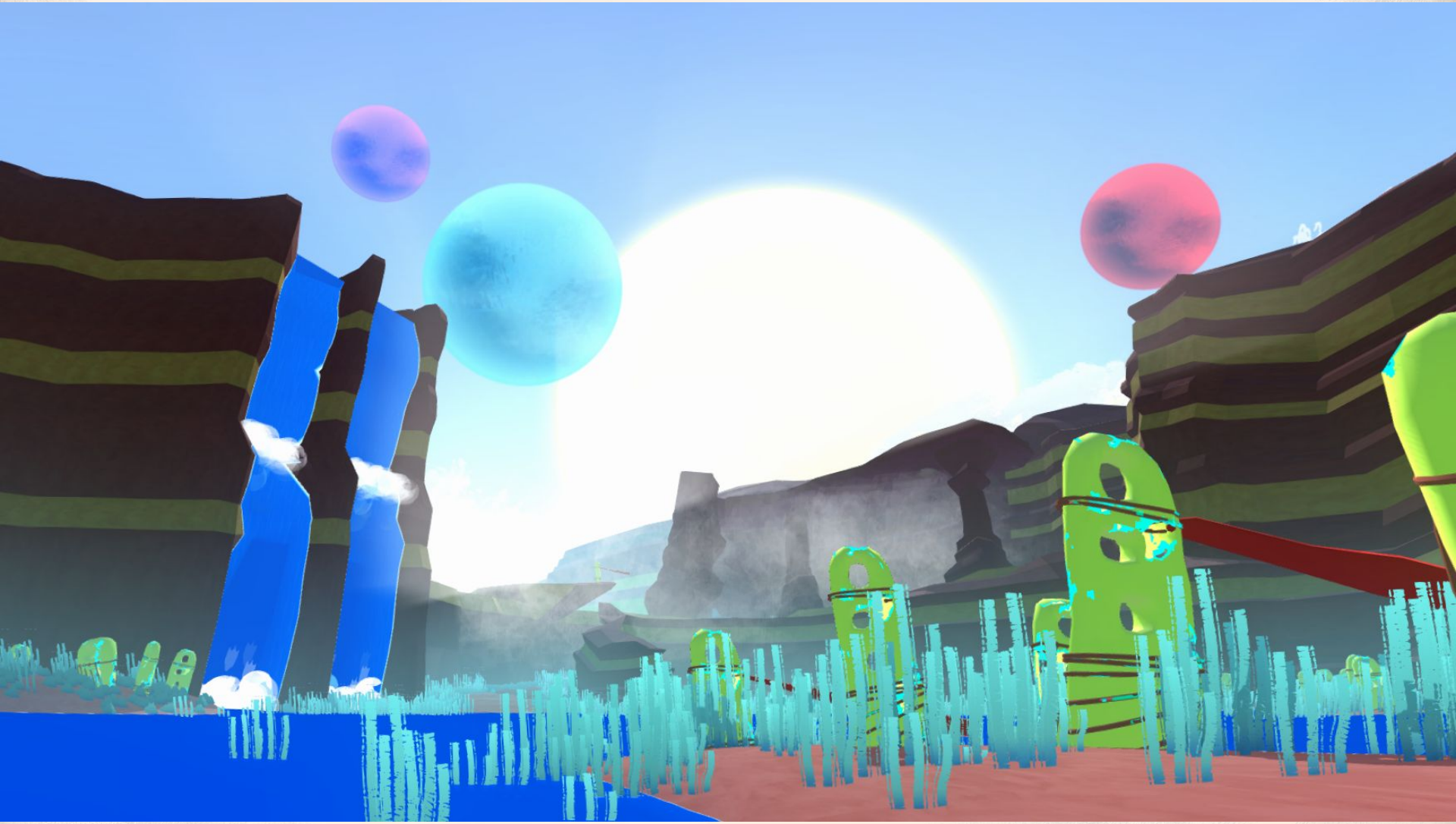
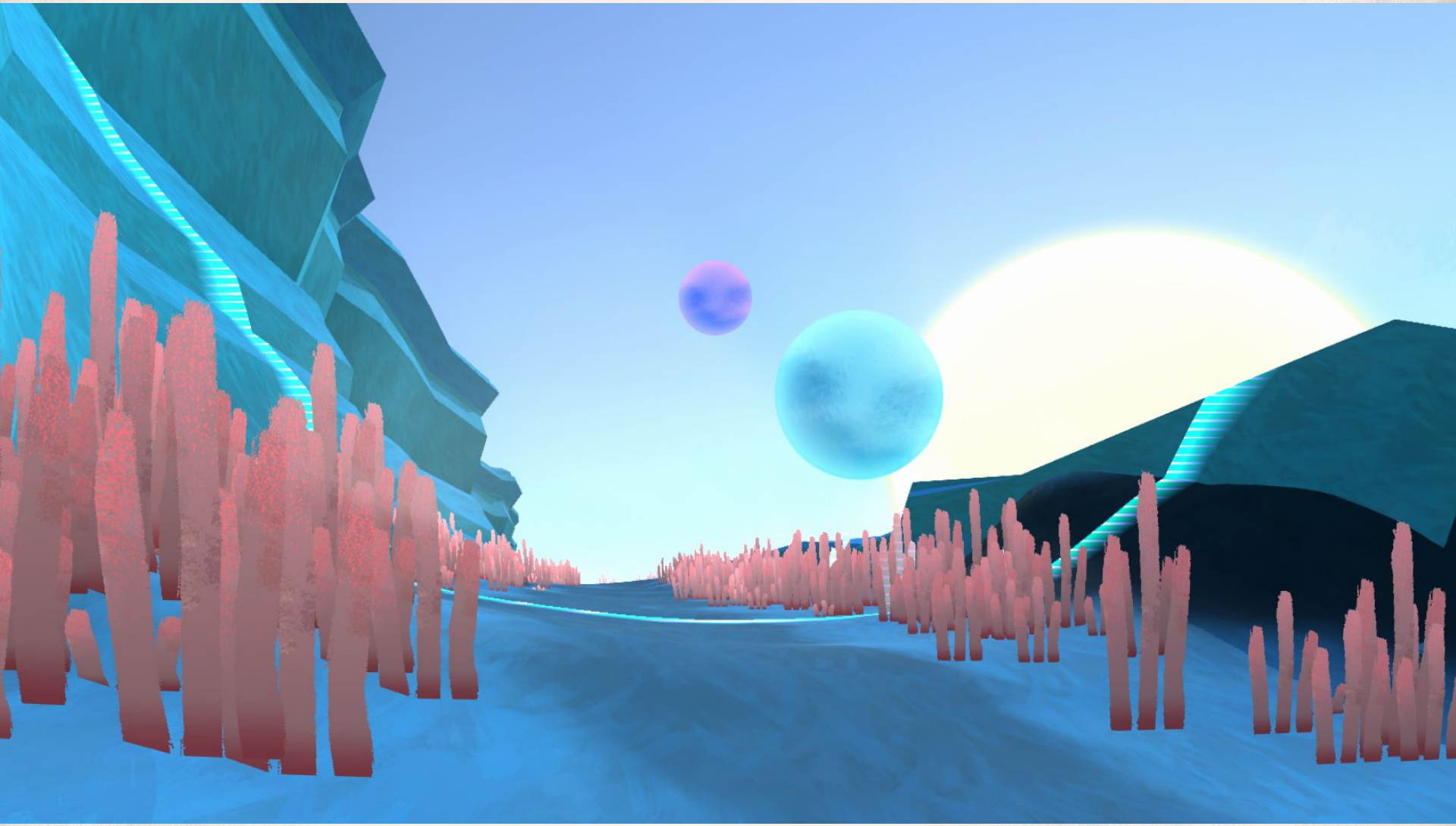
THE ART OF RESEARCH

IMAGE OF RESEARCH





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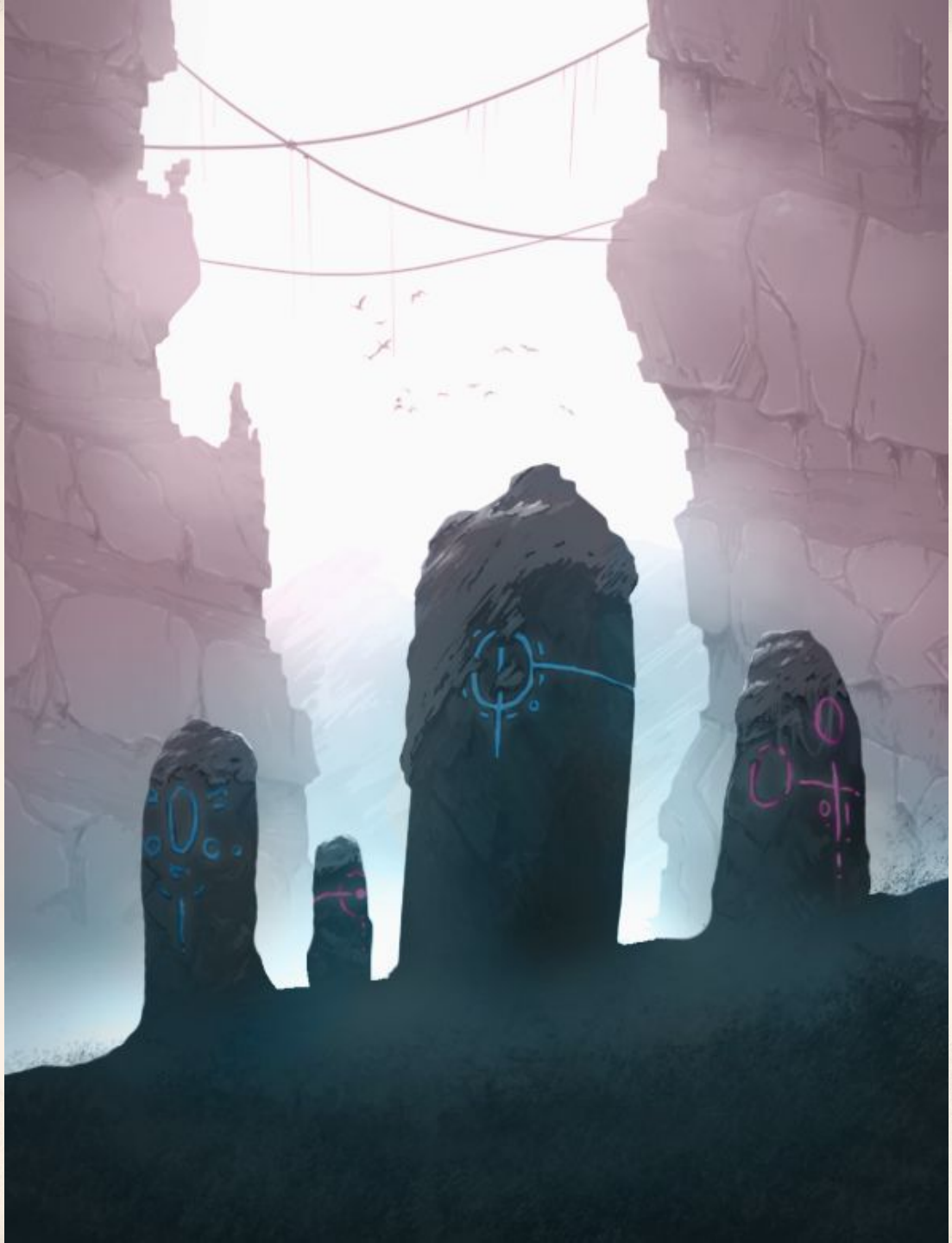


CHAPTER 1 : THE CONCEPT

Pitch :

You play as an galactic archaeologist who's trying to break free from a curse that links him to an artefact. You are returning to the planet where the artefact come from. To look for informations about the planet and the artefact.

Synopsis :

A galactic archaeologist just landed on a planet of what seems to be the origin of the artefact he's holding.
He's link to this artefact and when he's trying to get away from it, he starts to see hallucinations.

He's walking around and with his tools he start to make things happen around him. A whole civilisation that seems to be extinguish appear around him as a hologram.

At first it was a small area but very quickly it start to transform into a town, then another one, and so forth.

From town to town, the hero seems to learn more about the environment and the civilisation that has been buried since thousand of thousand of years, he start to know that they are praying different planets and that they were trading between each others, they seems to have their own specialities of goods to trade with the others.

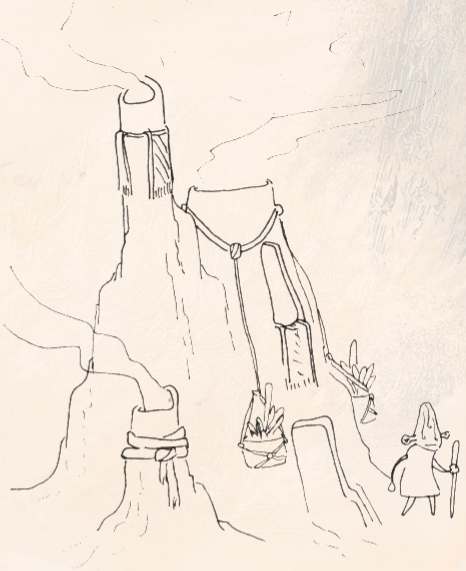
He reaches a big temple where it seems that they were praying all together, united by one big star and finally give back to the civilisation the artefact where it belong.

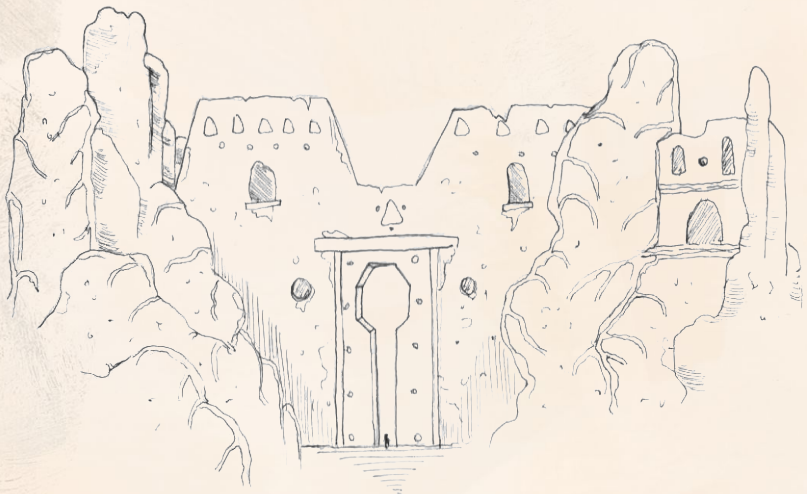
That breaks free him from the curse. Or does it ?

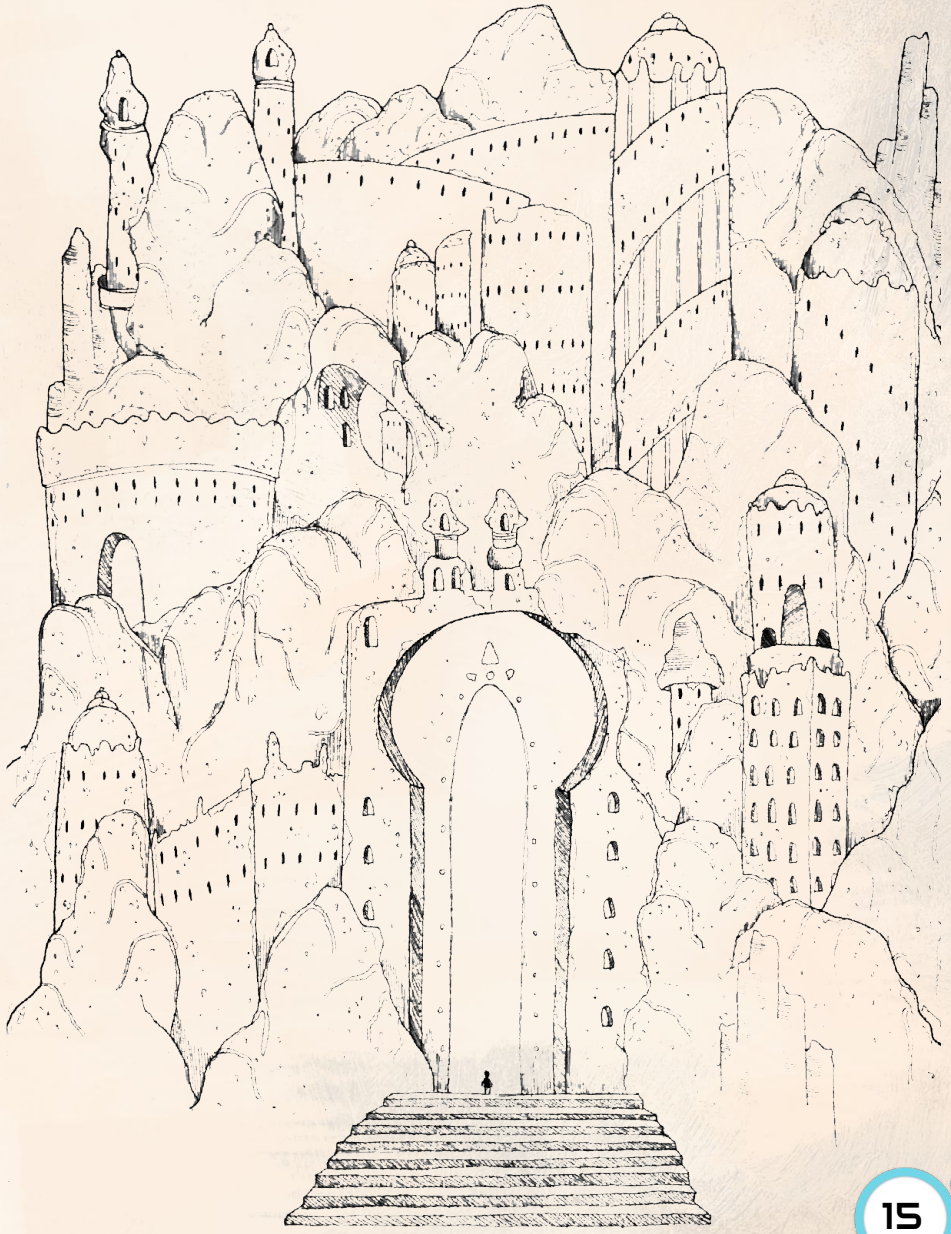
RESEARCH
PLAY
QUIT

CHAPTER 2 : RESEARCH

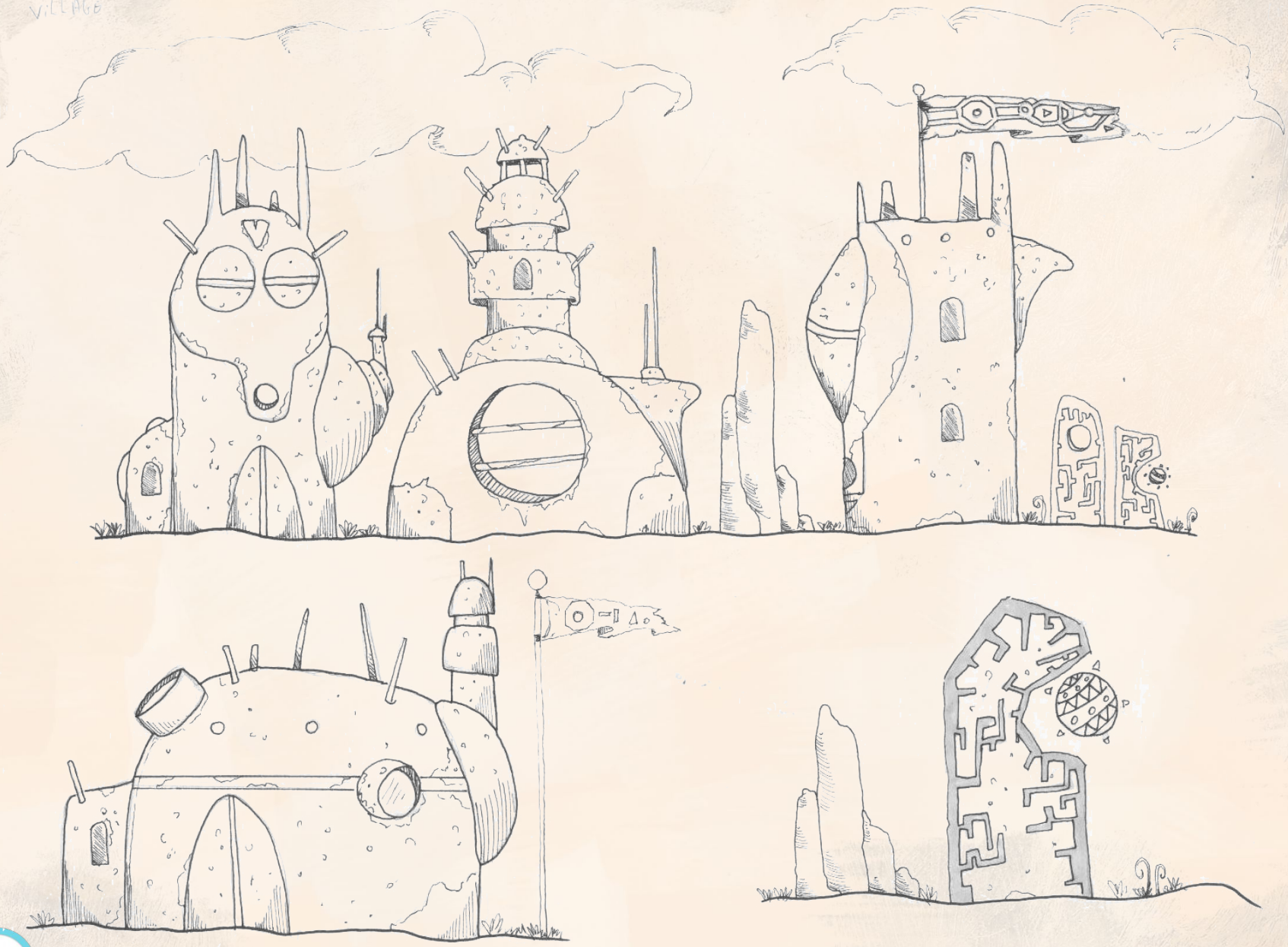
Temple design for the original last area of the game



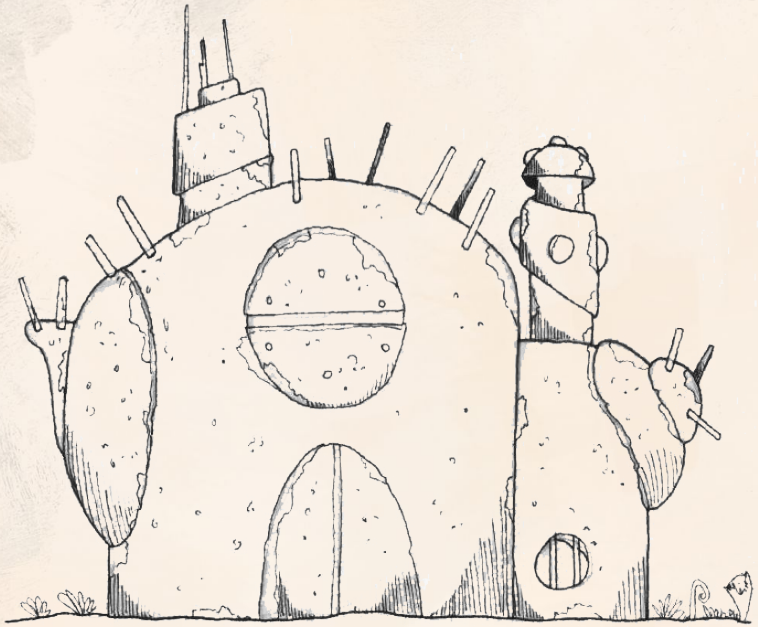


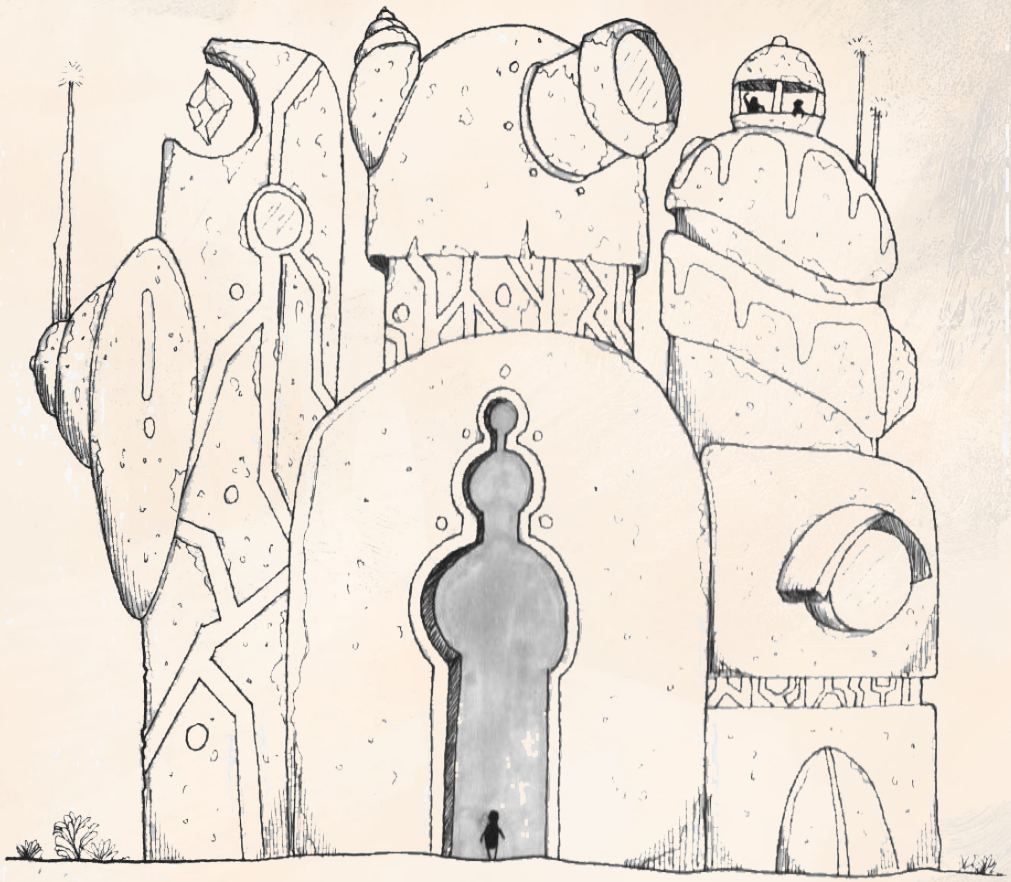


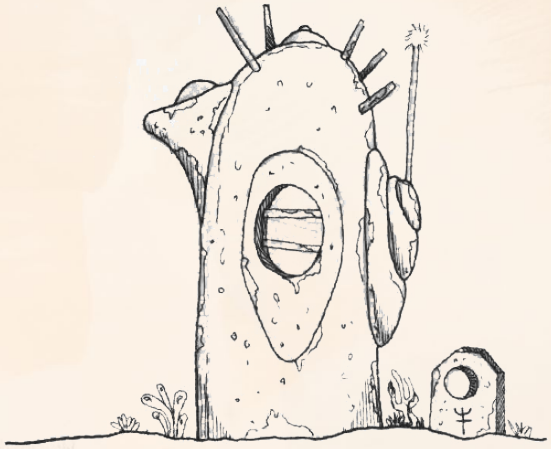
Design for the last temple

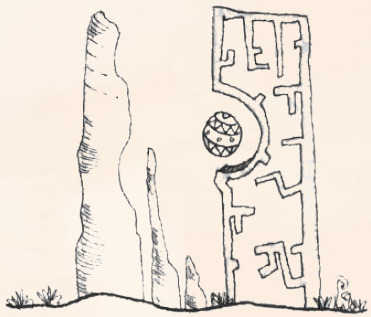


Houses and few small autel







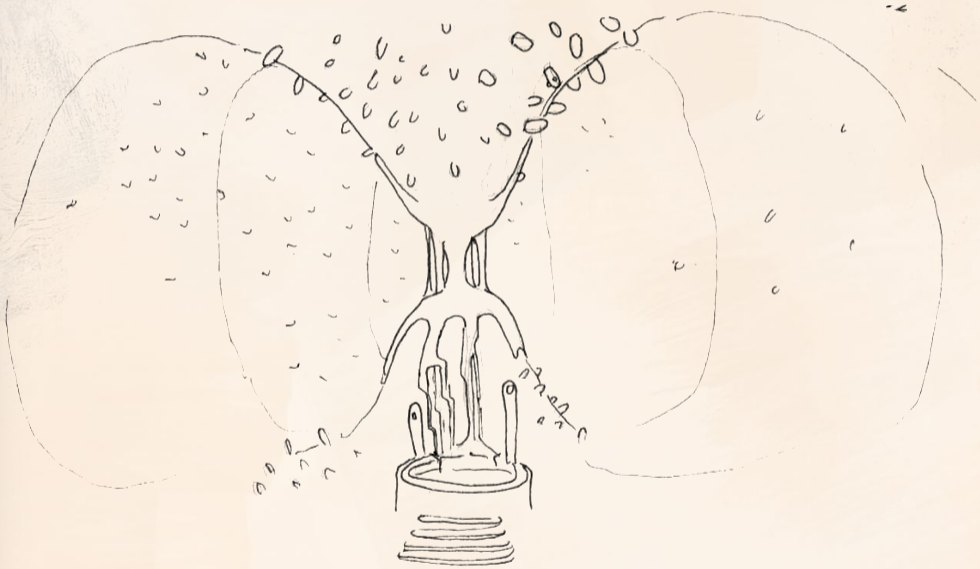


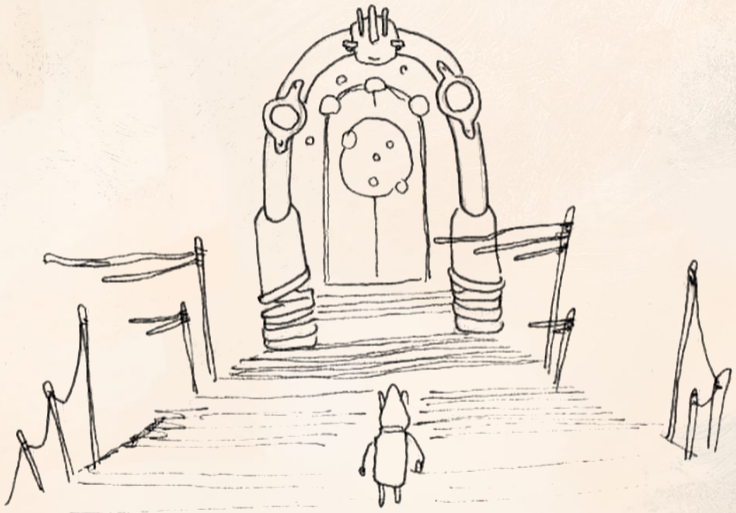
We were trying to find forms, patterns and ideas to build the world of research

Temple I

Temple I

Temple I.





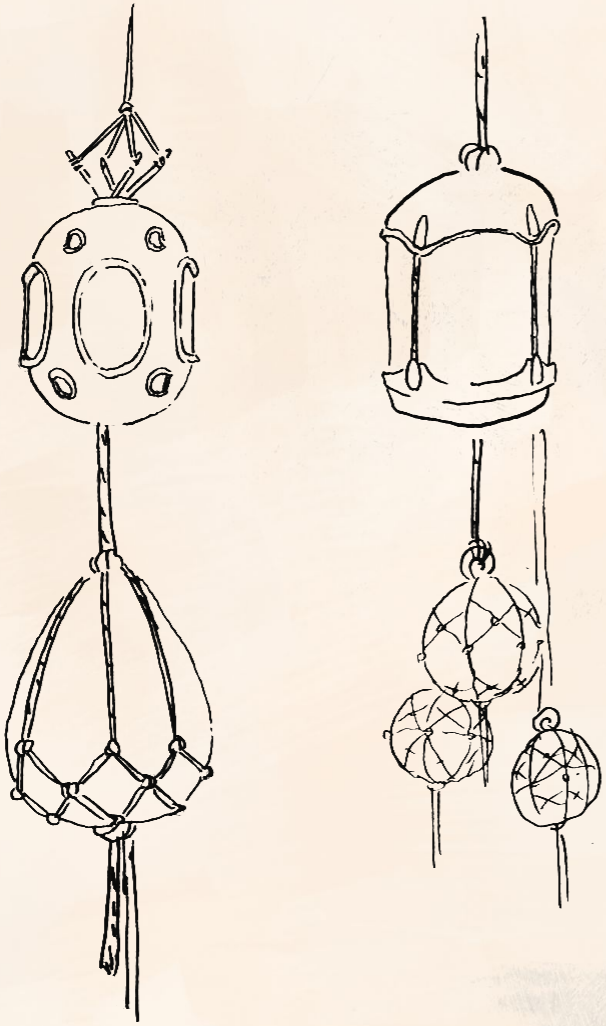
More precise research about the world, the left one is in the game,
it's an enigma that lead to the last temple

First image of the lake area

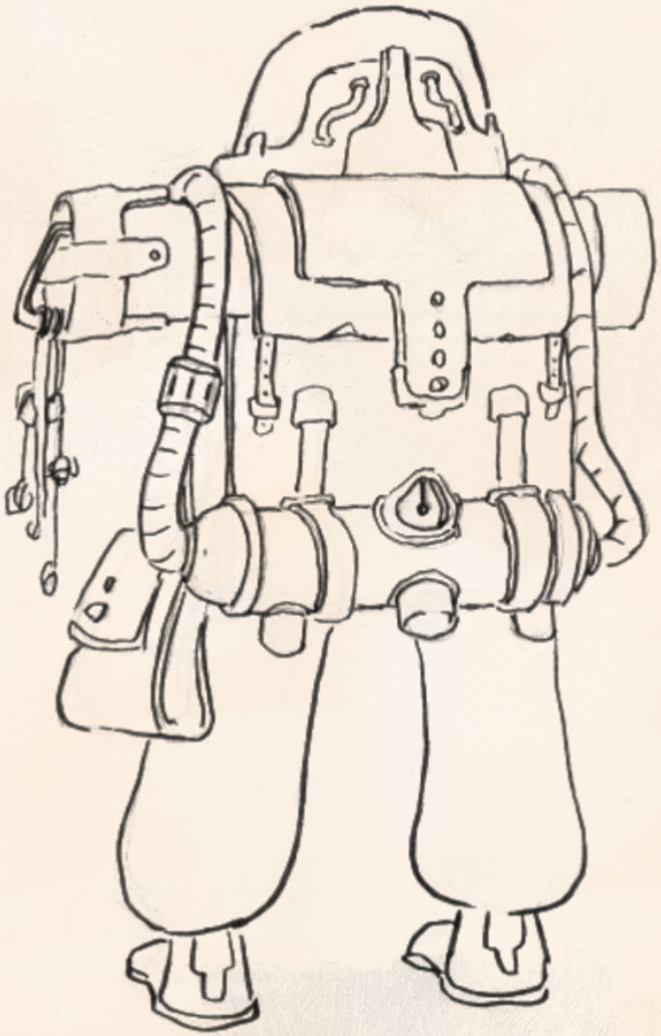
The alignment of the stars is very important in their religion, all the design forms were created around those stars

Houses for the first town

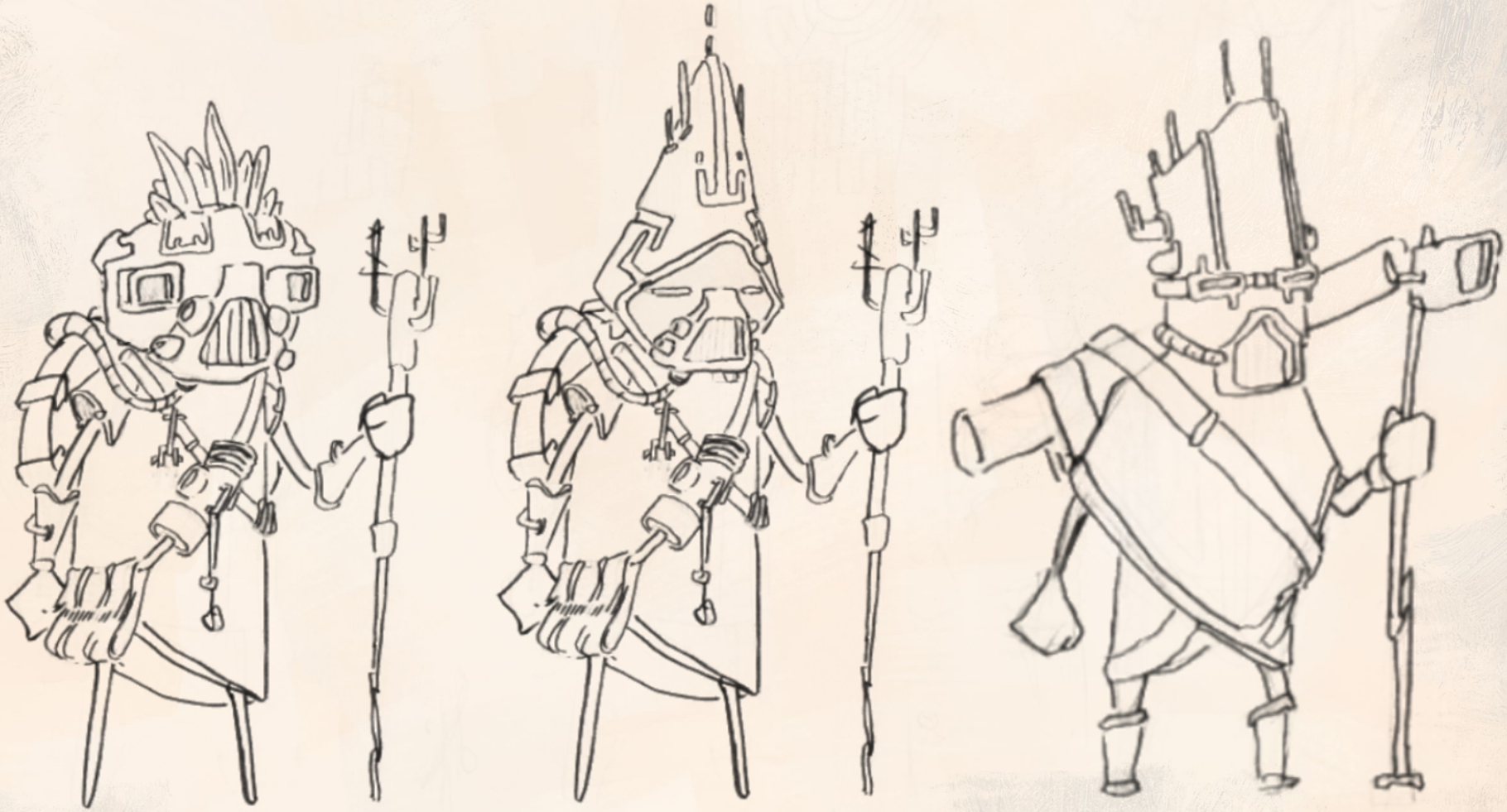
First concept *where we* feel the ambiance of the first town



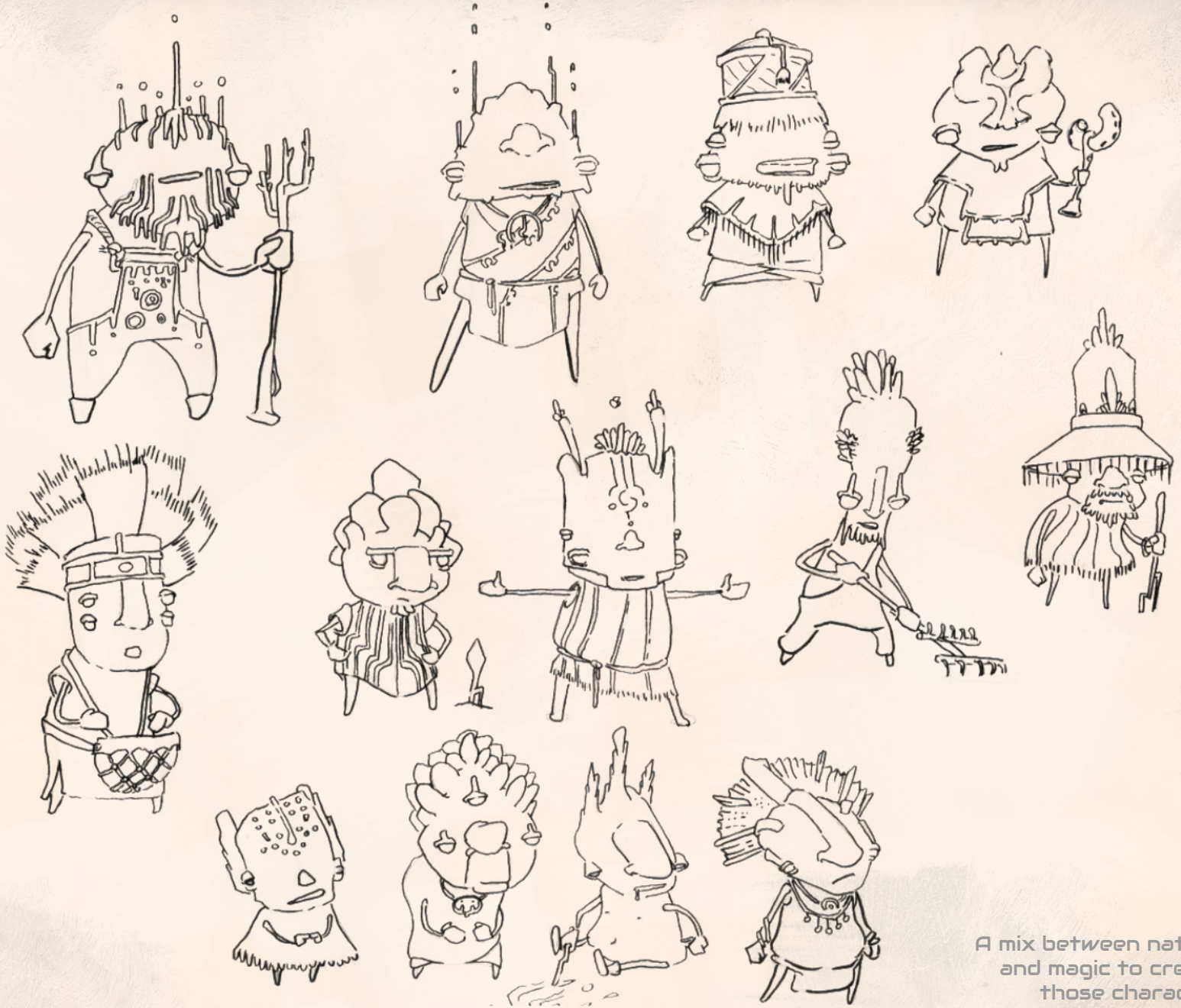
Some props and decorations



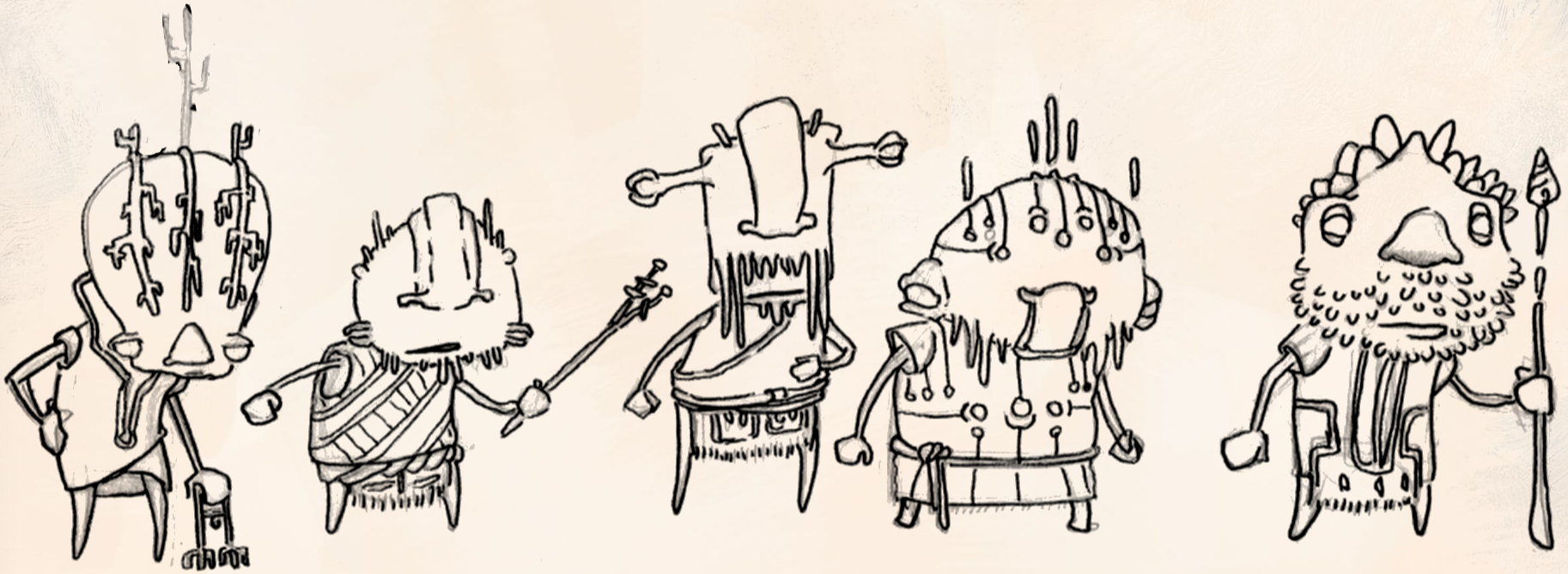
Original design for the third person character but *we* decided later on to switch to first person *view* instead

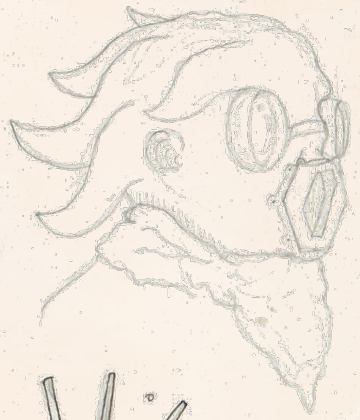


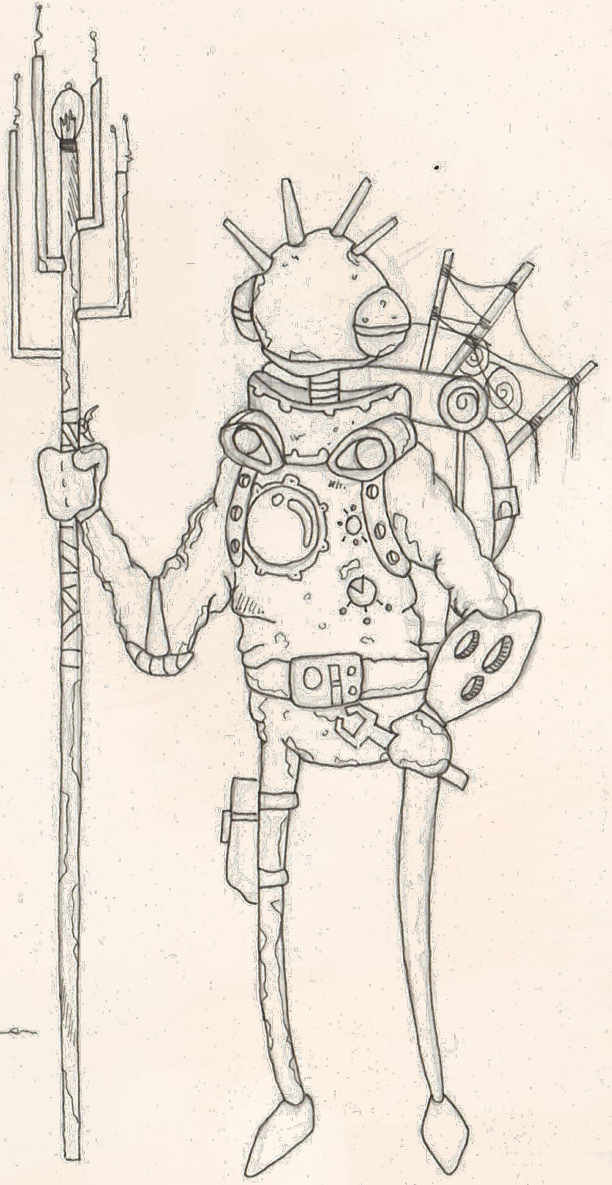
Main character design

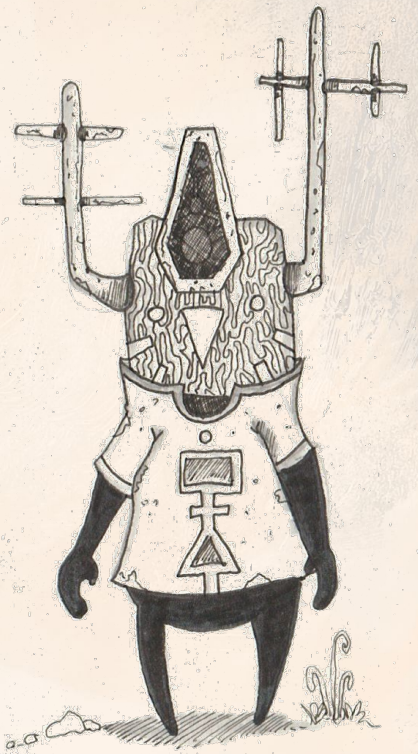


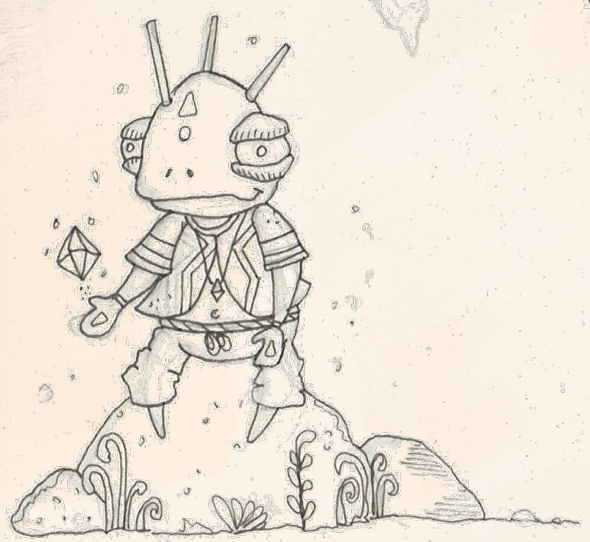
A mix between nature
and magic to create
those character

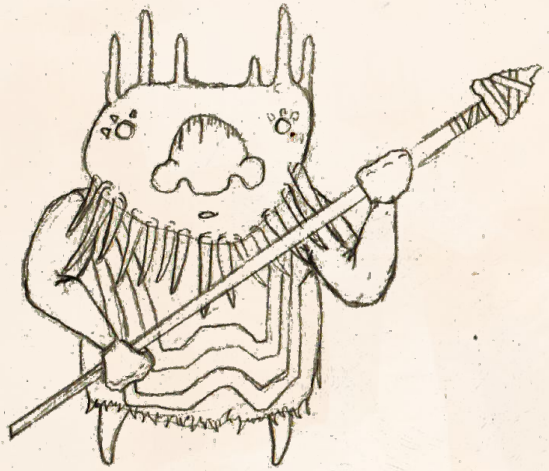


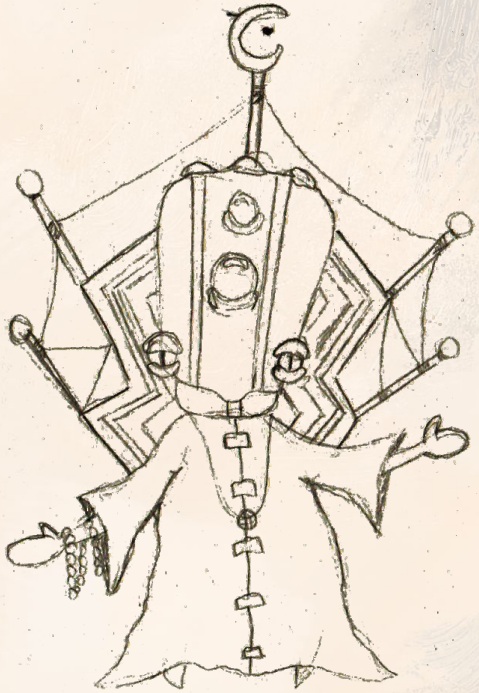


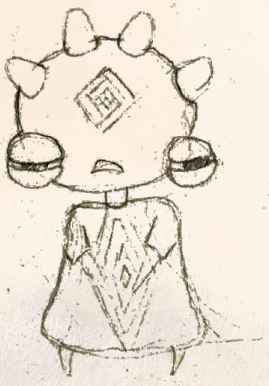


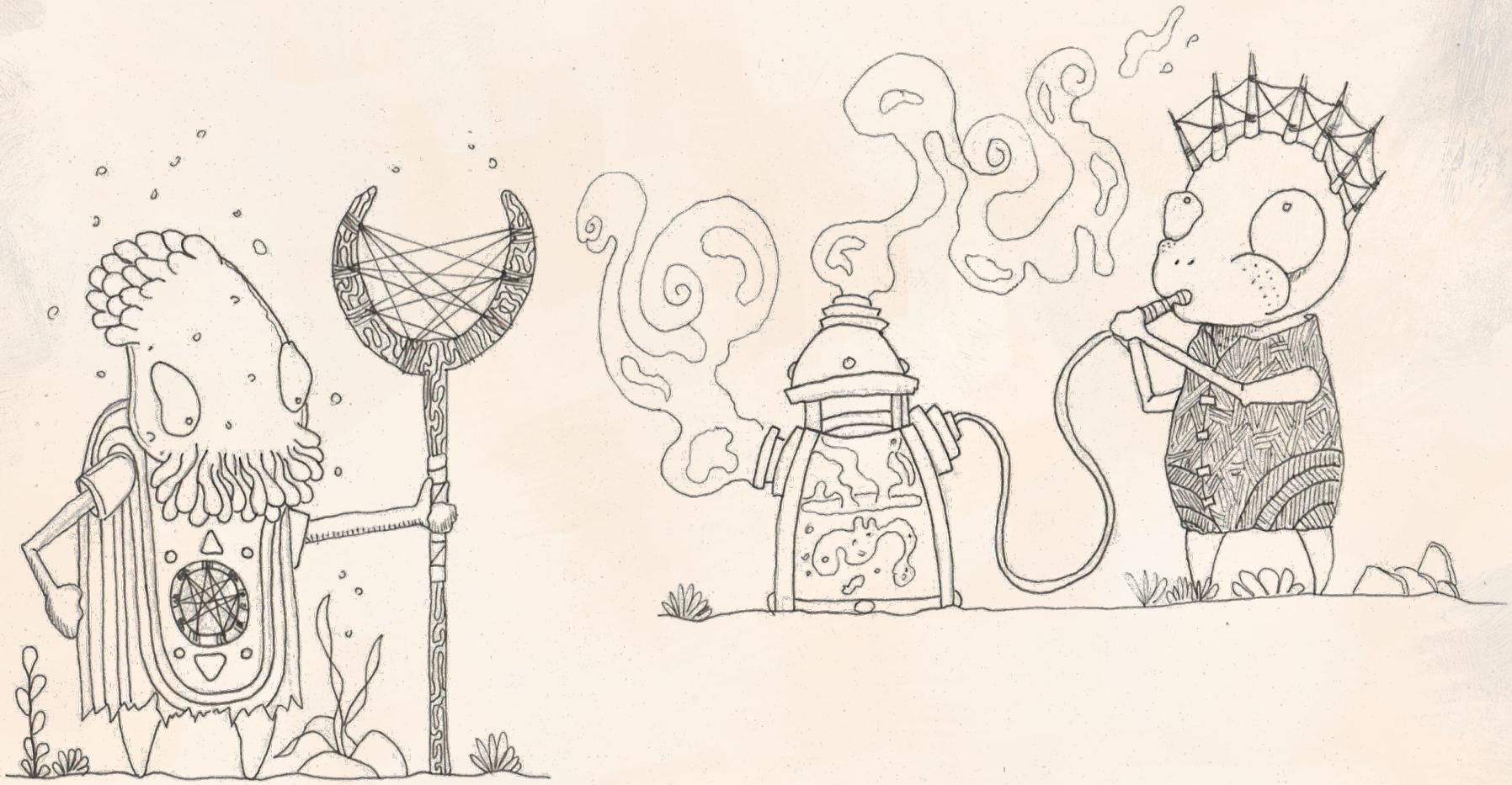




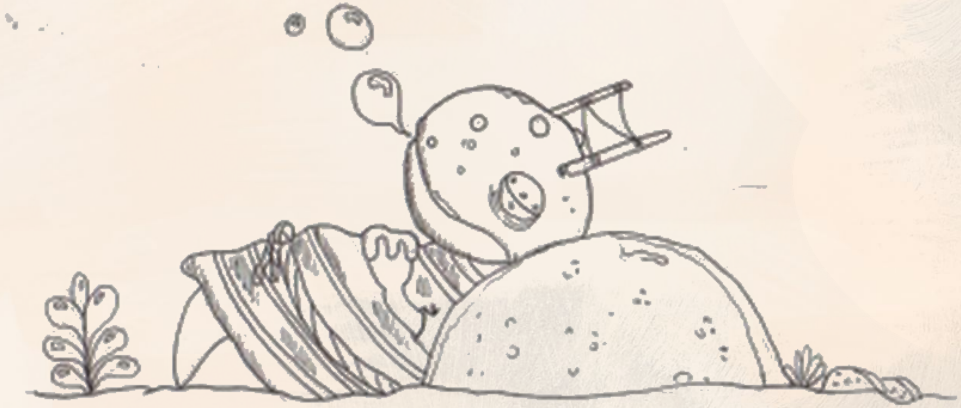


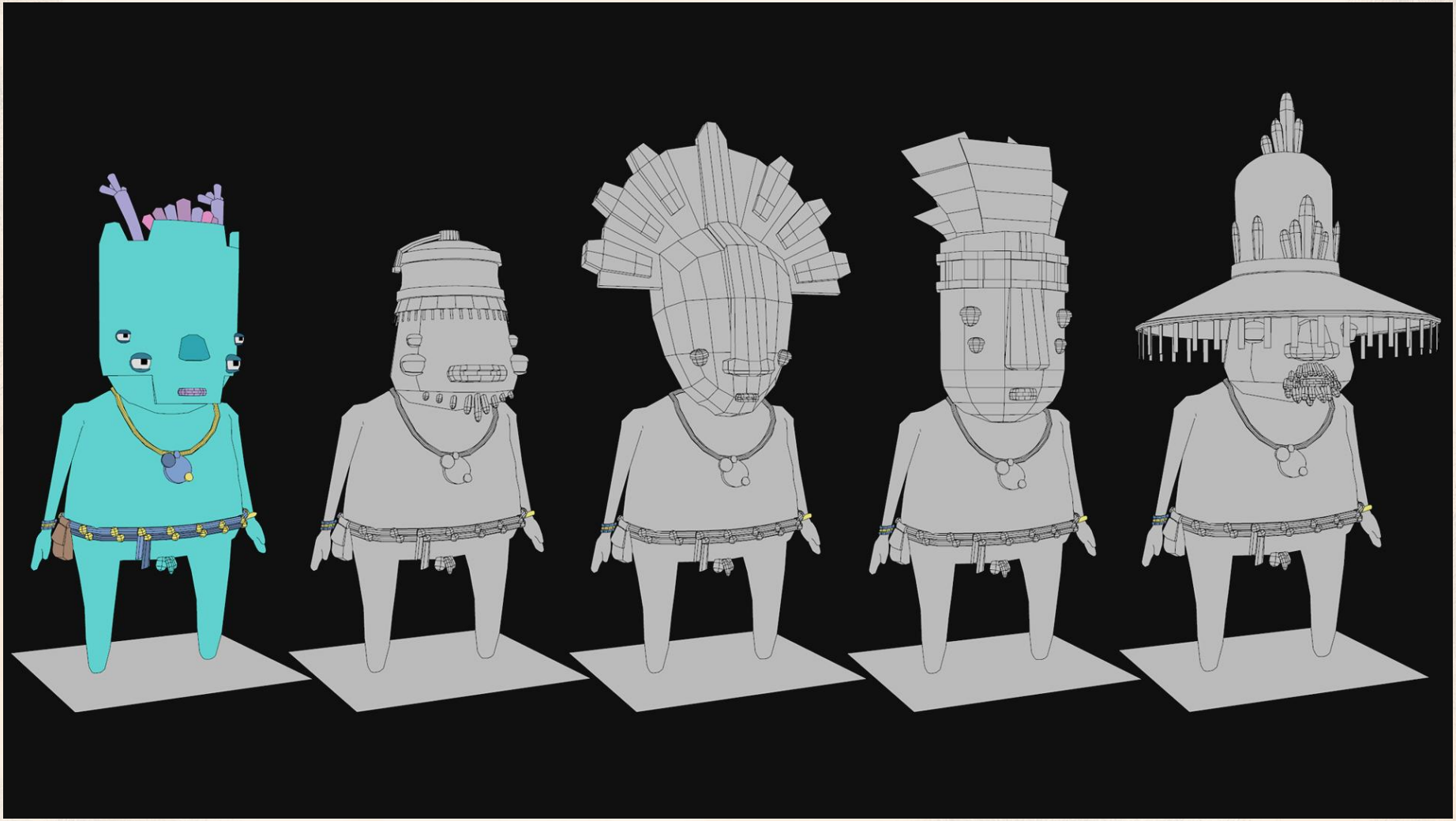


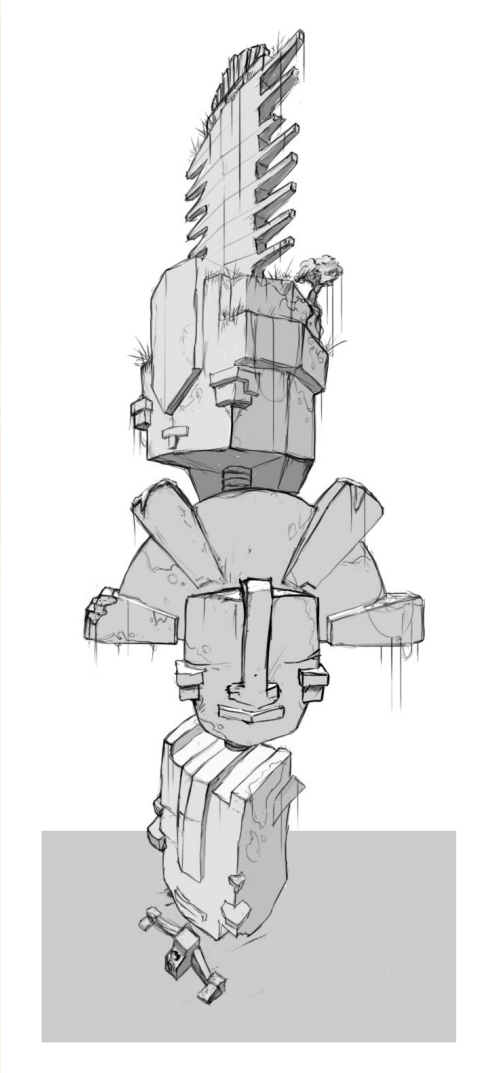




Yep, they were really high at that time,



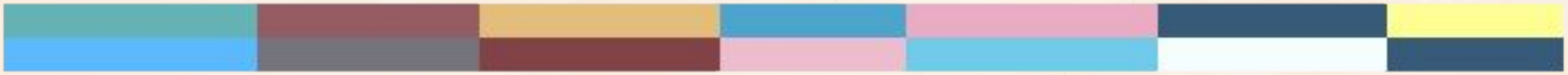




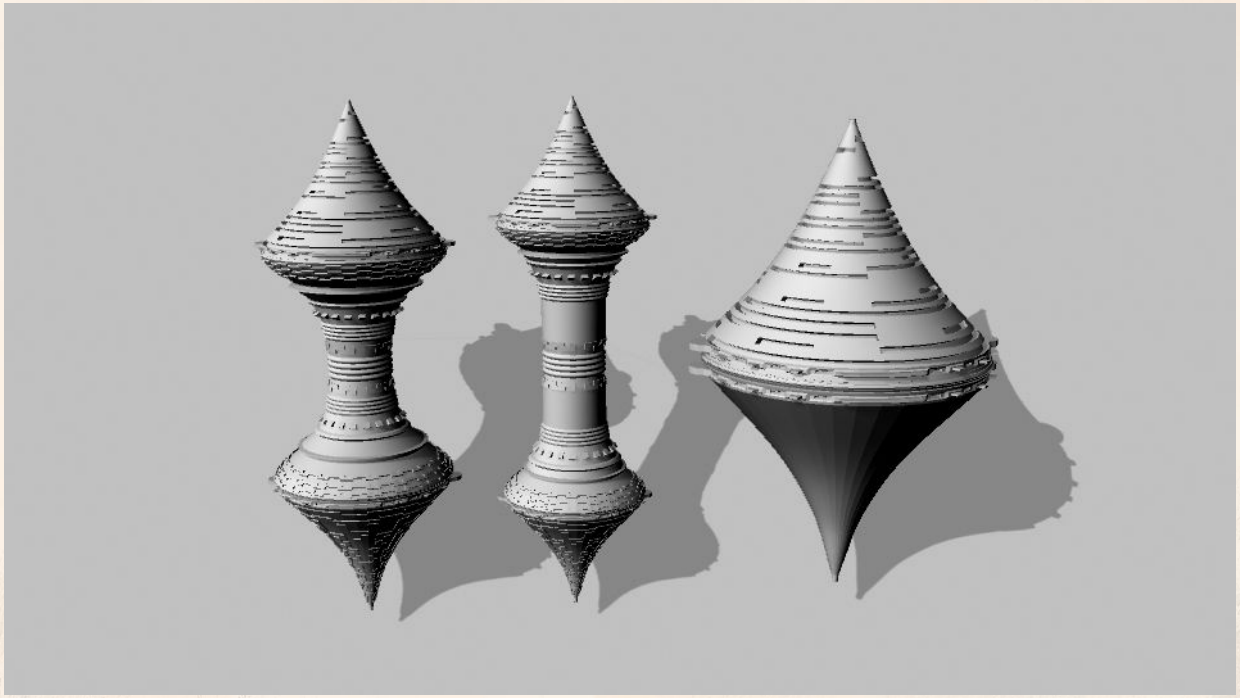
Color and space research

Small artistic diorama *we* made to see *where we were* going

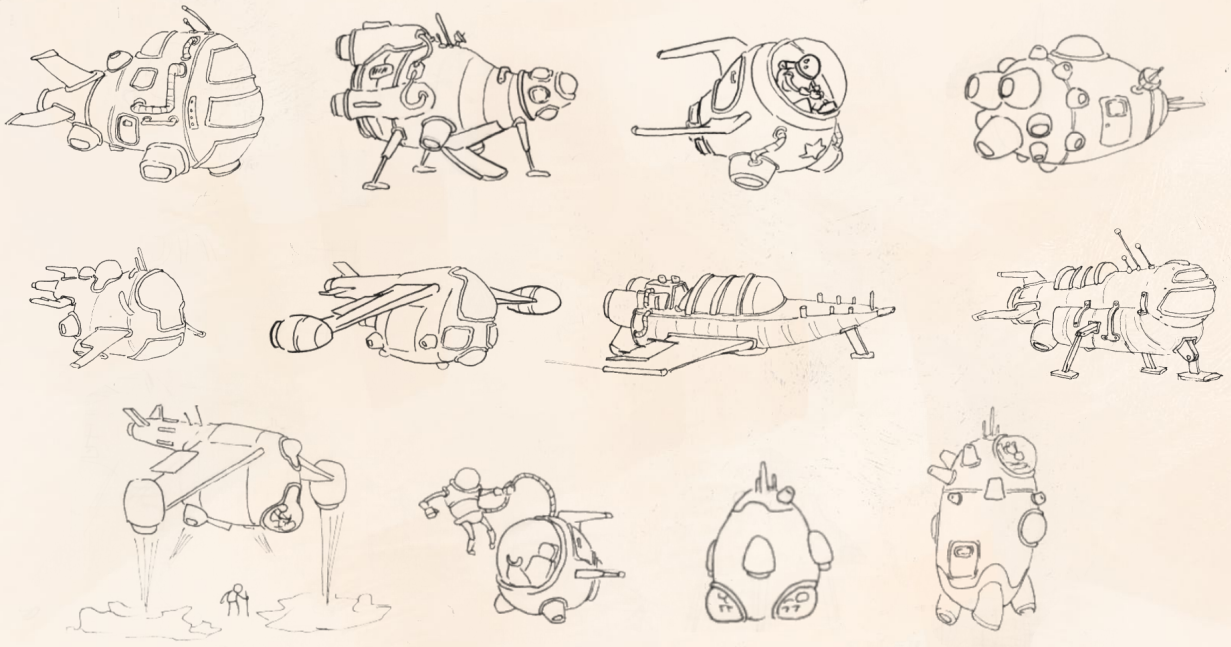
Color pallet

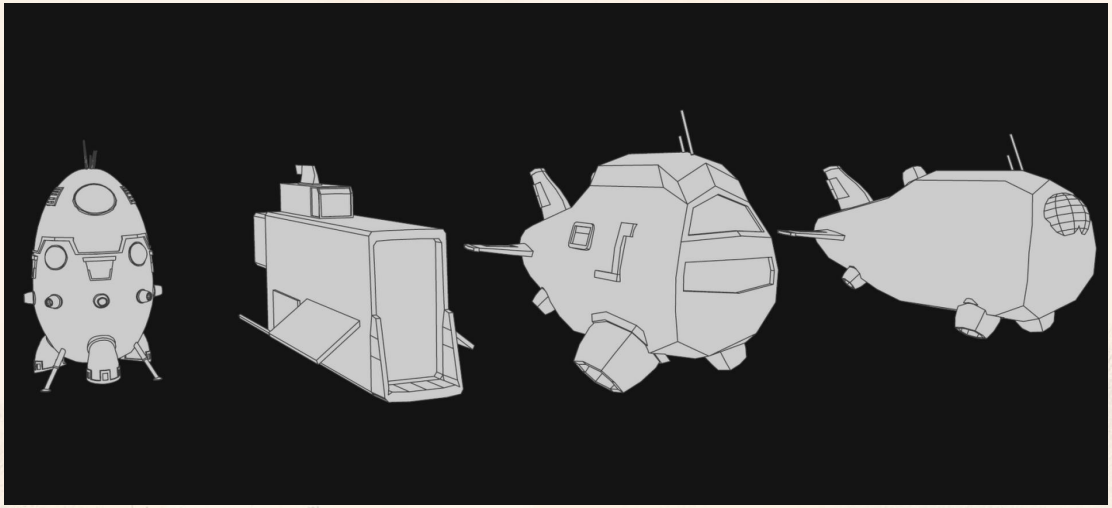


The artefact

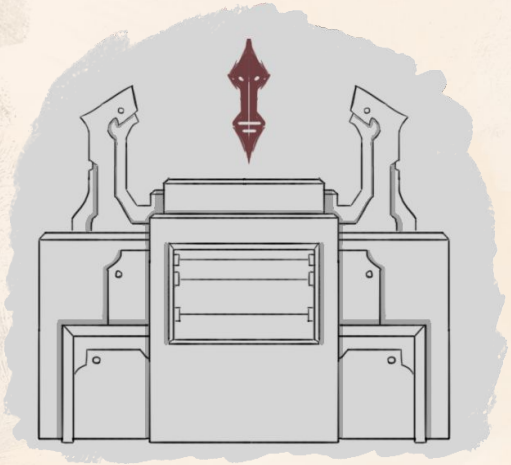


The ship

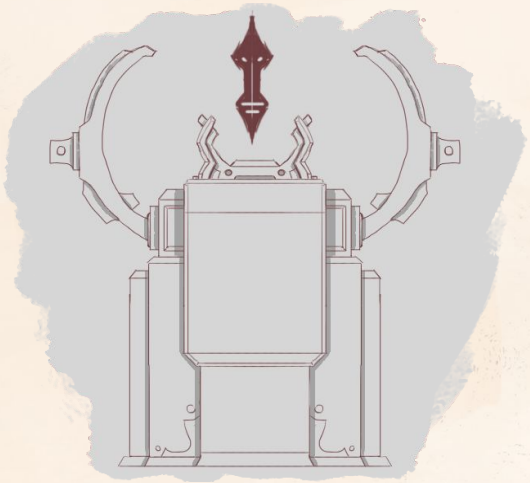




Altars



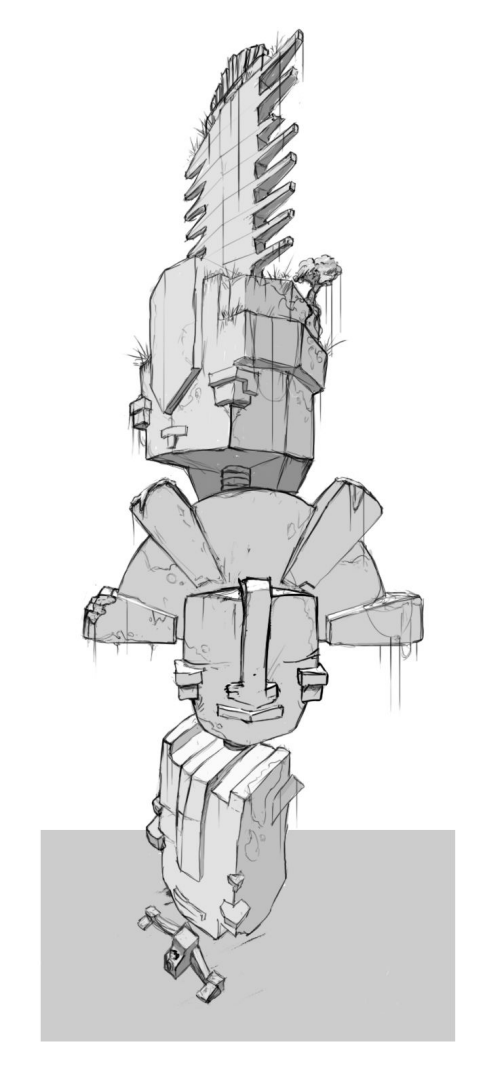
Enigma altar



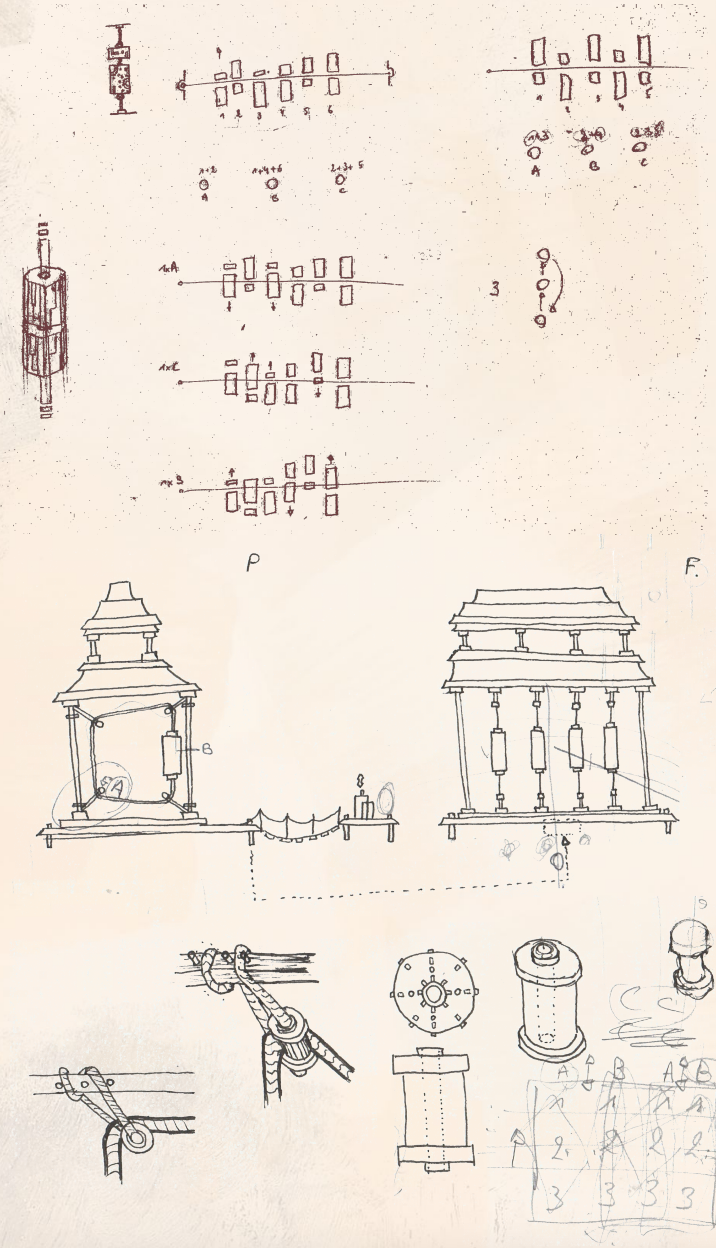
Story based altar

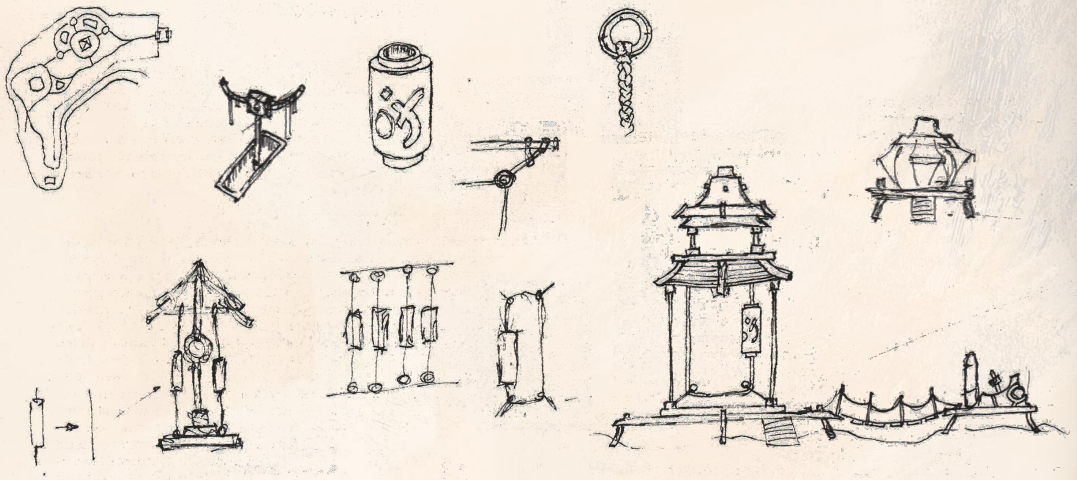
It needed to be energetic

The totem enigma

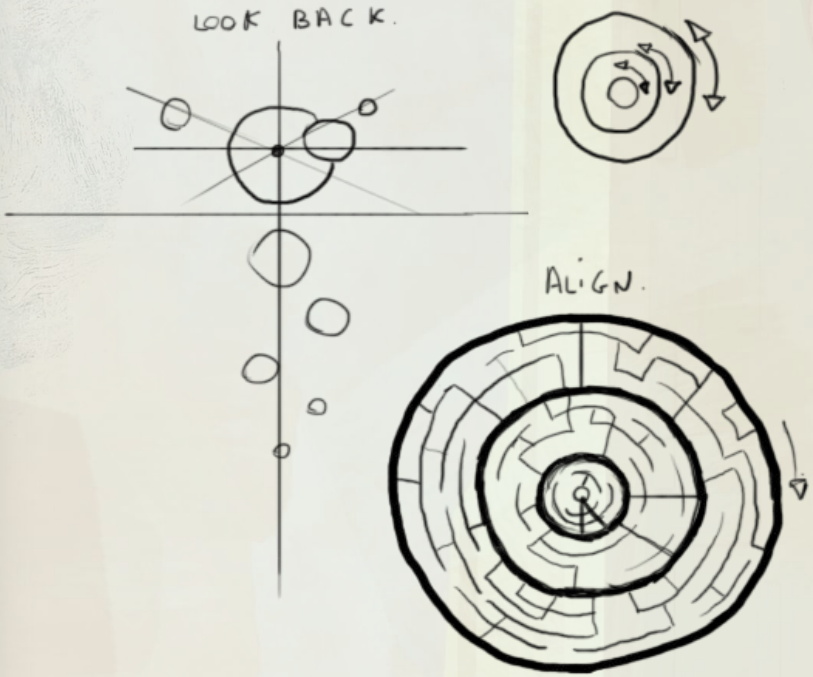


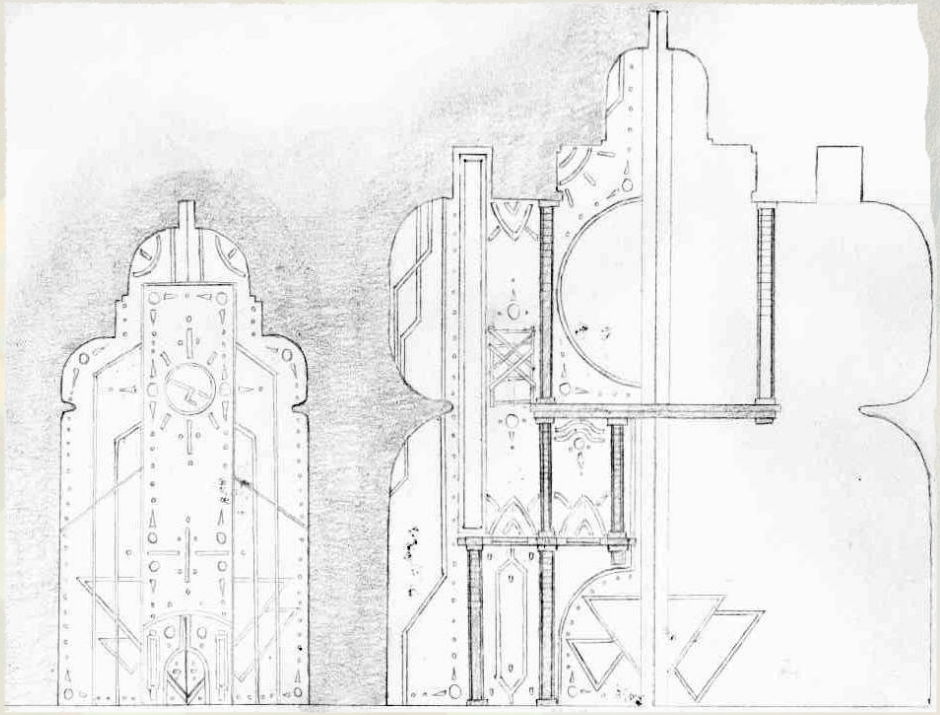
Temple enigma

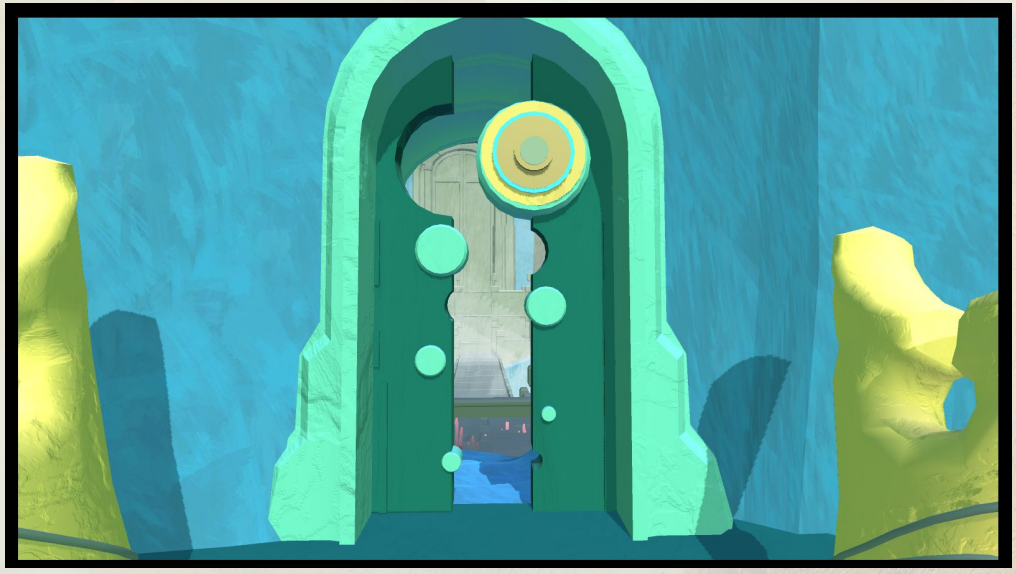




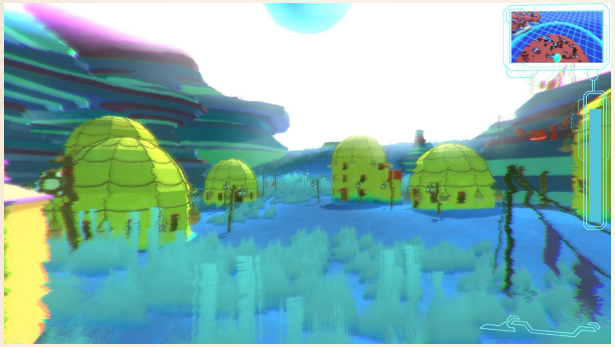
Door enigma

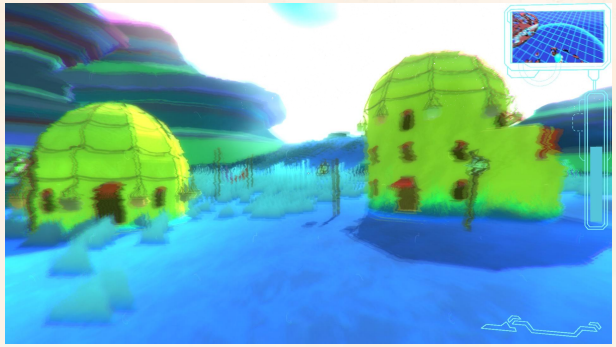


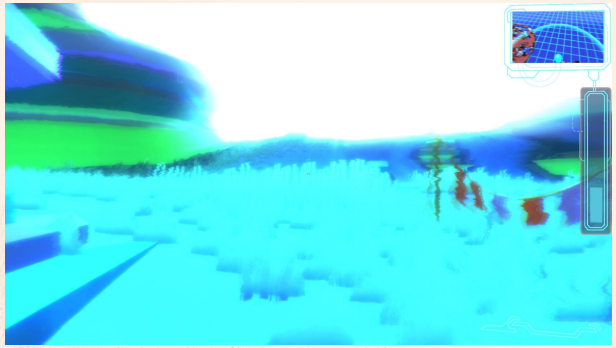


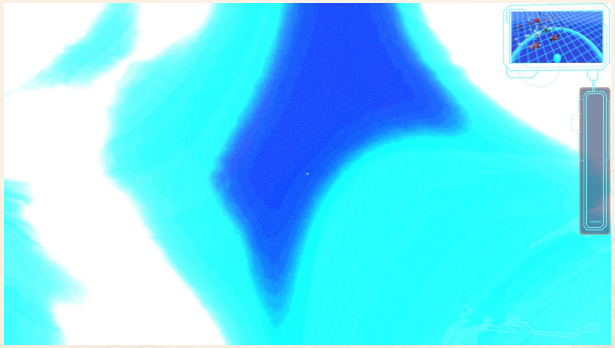


Hallucinations



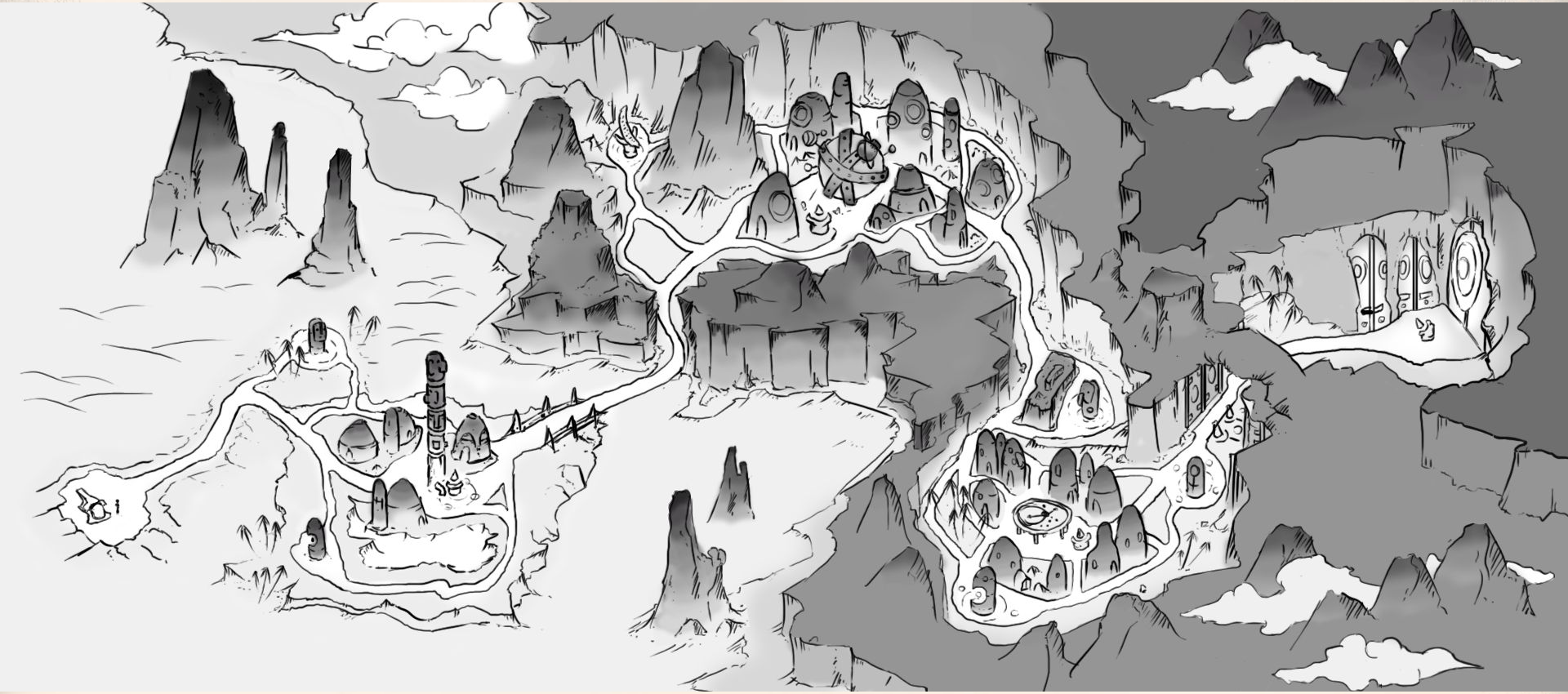




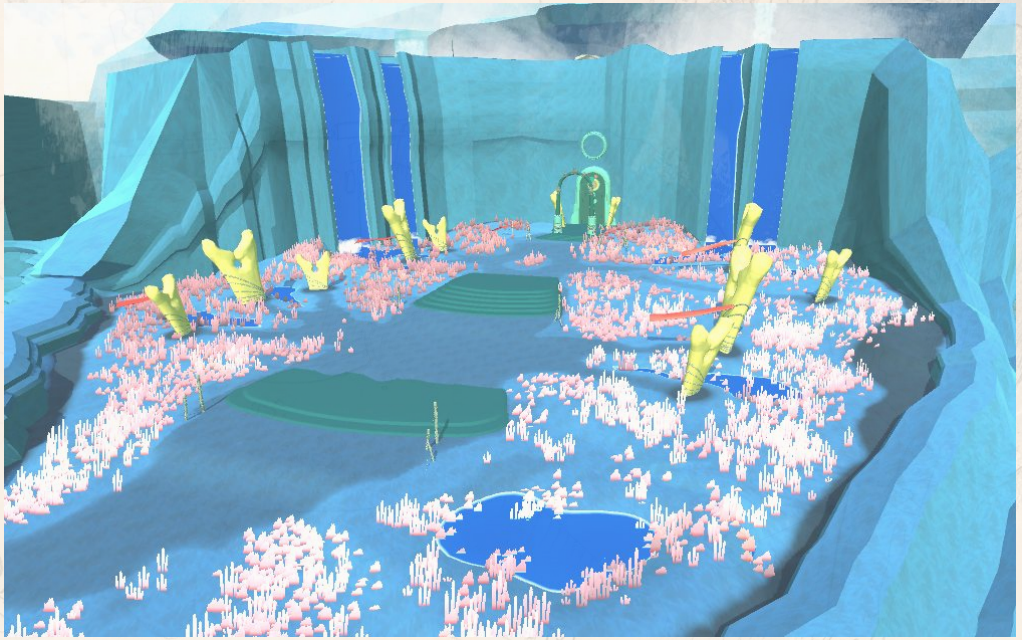


Step of hallucinations

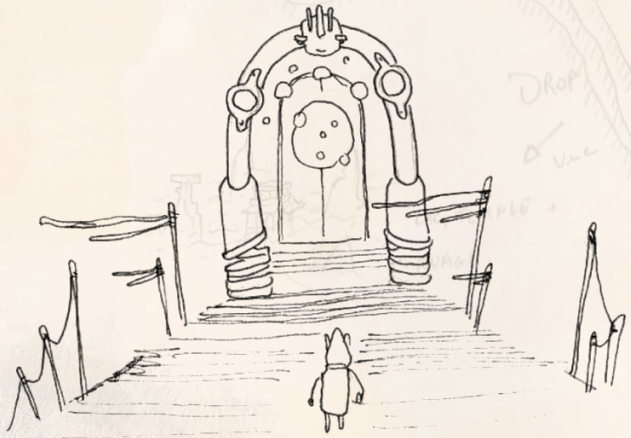
CHAPTER 5 : DESIGN LOCATION

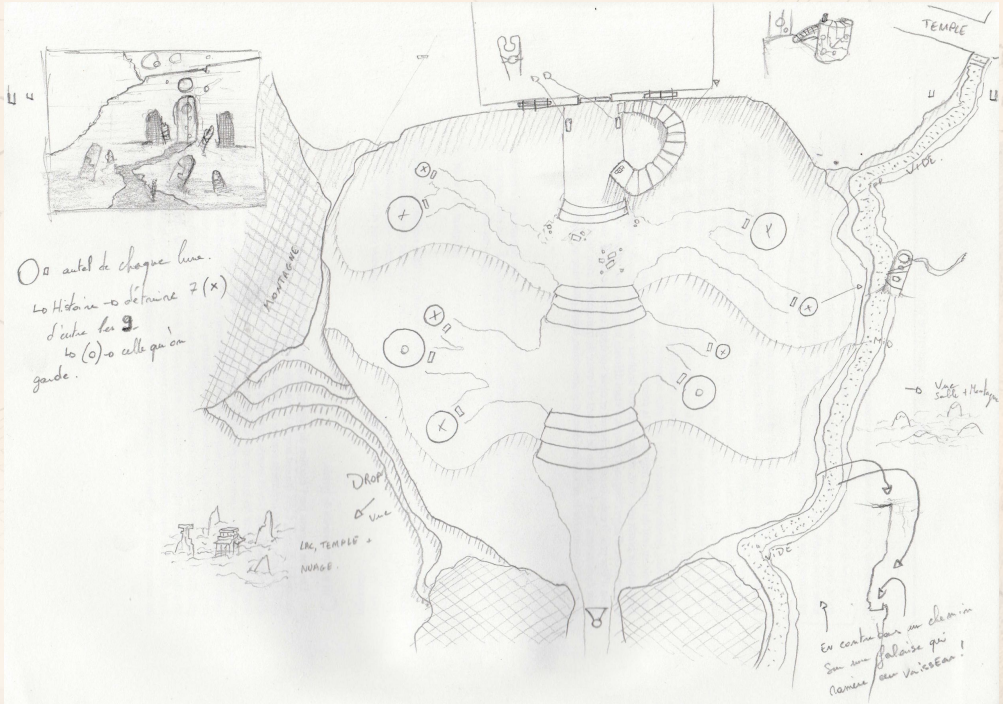


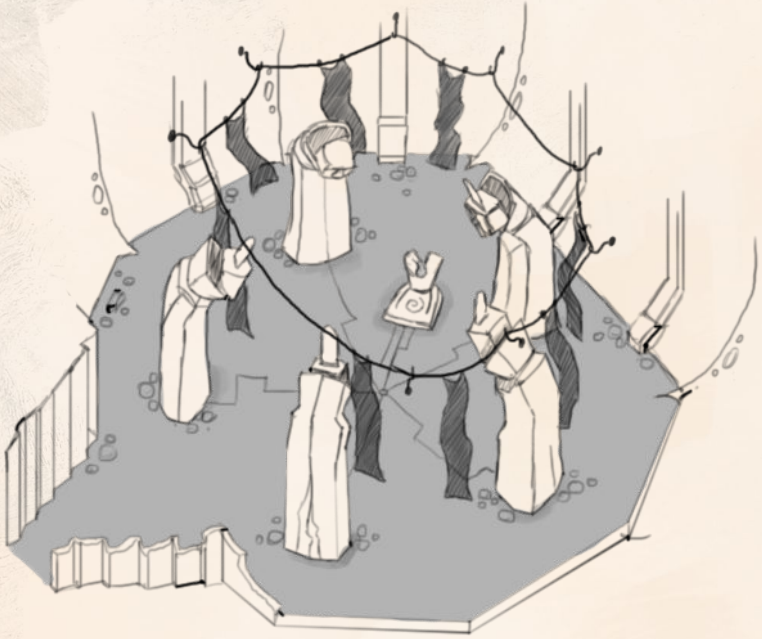
Initial map of the game

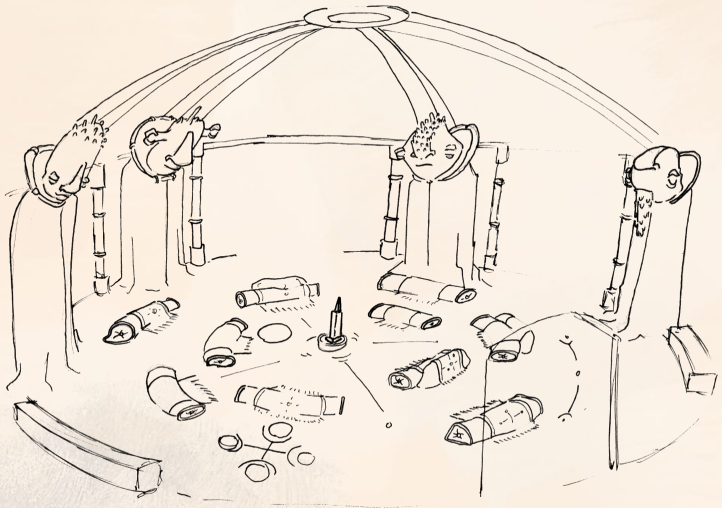


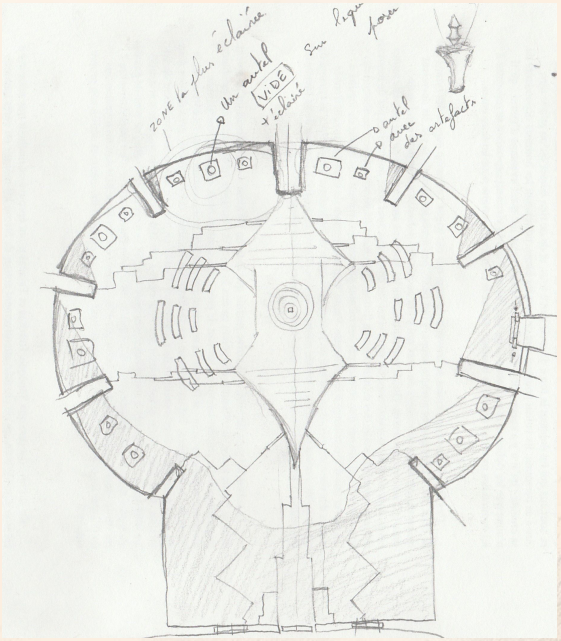
Entrance of the final area and the door enigma





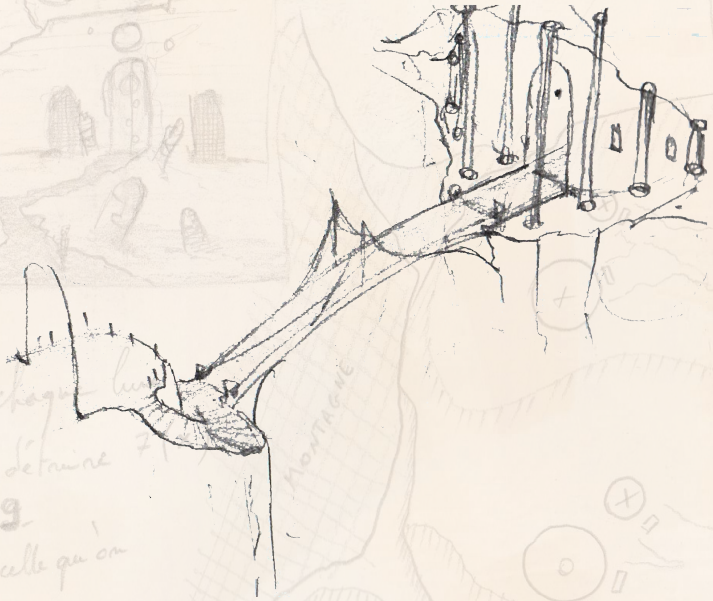


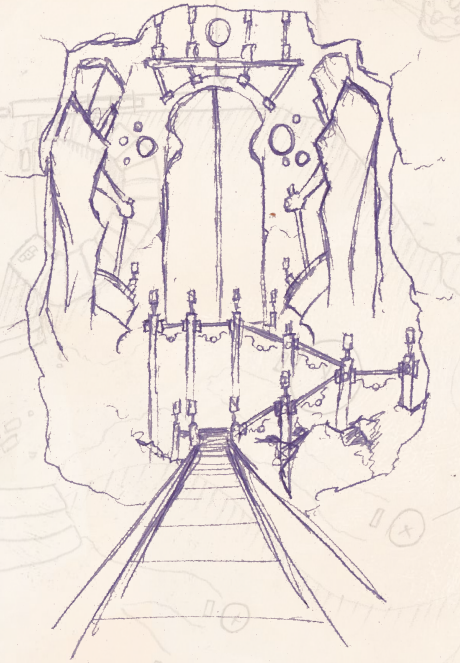


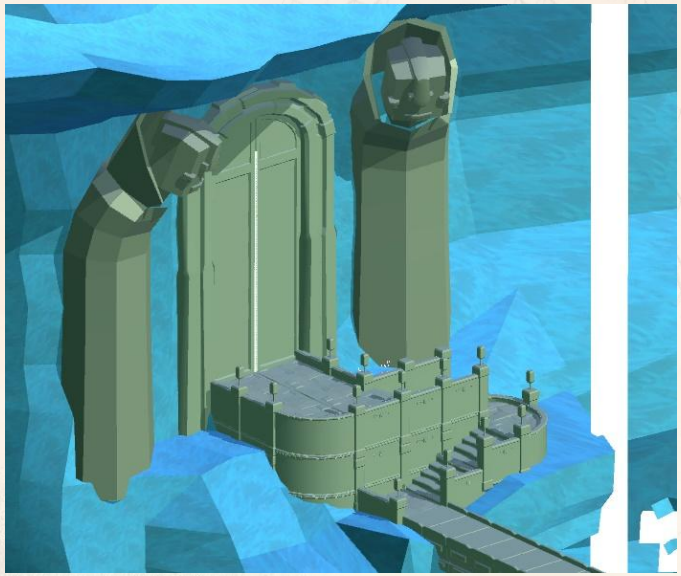


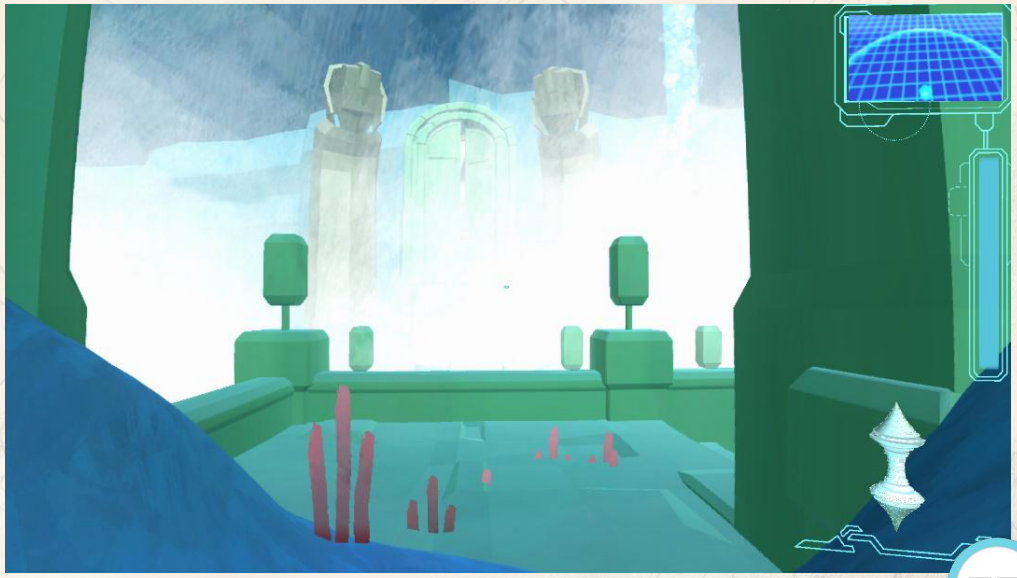
Last area, the final temple

This was the first drawing of the second area, with the lake in it



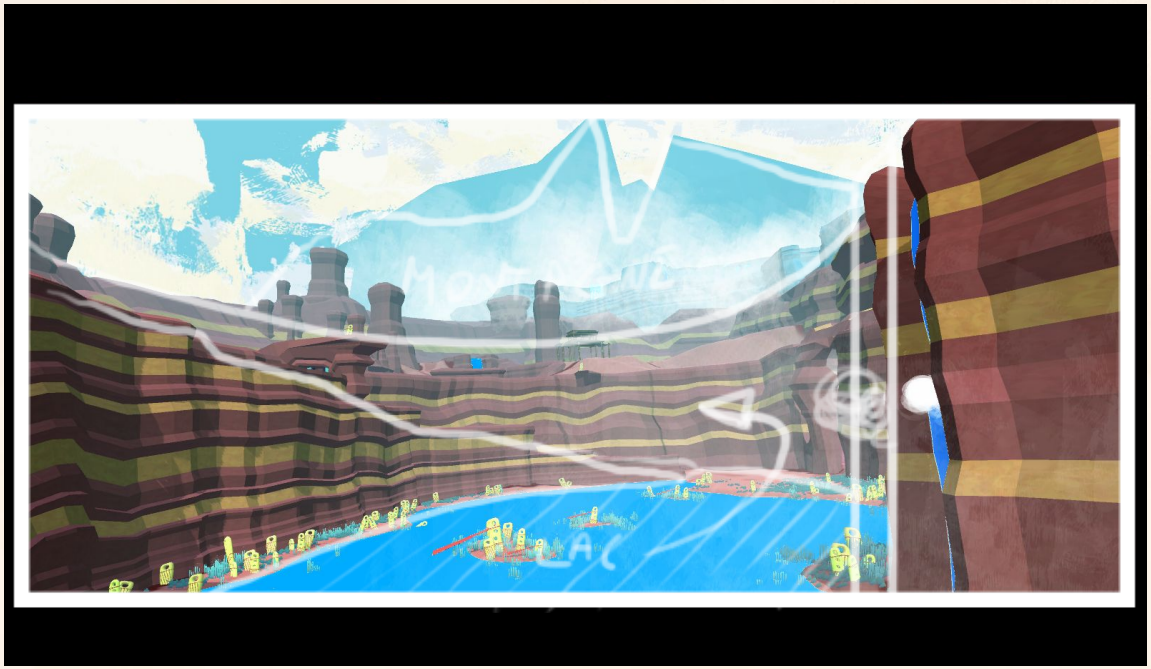


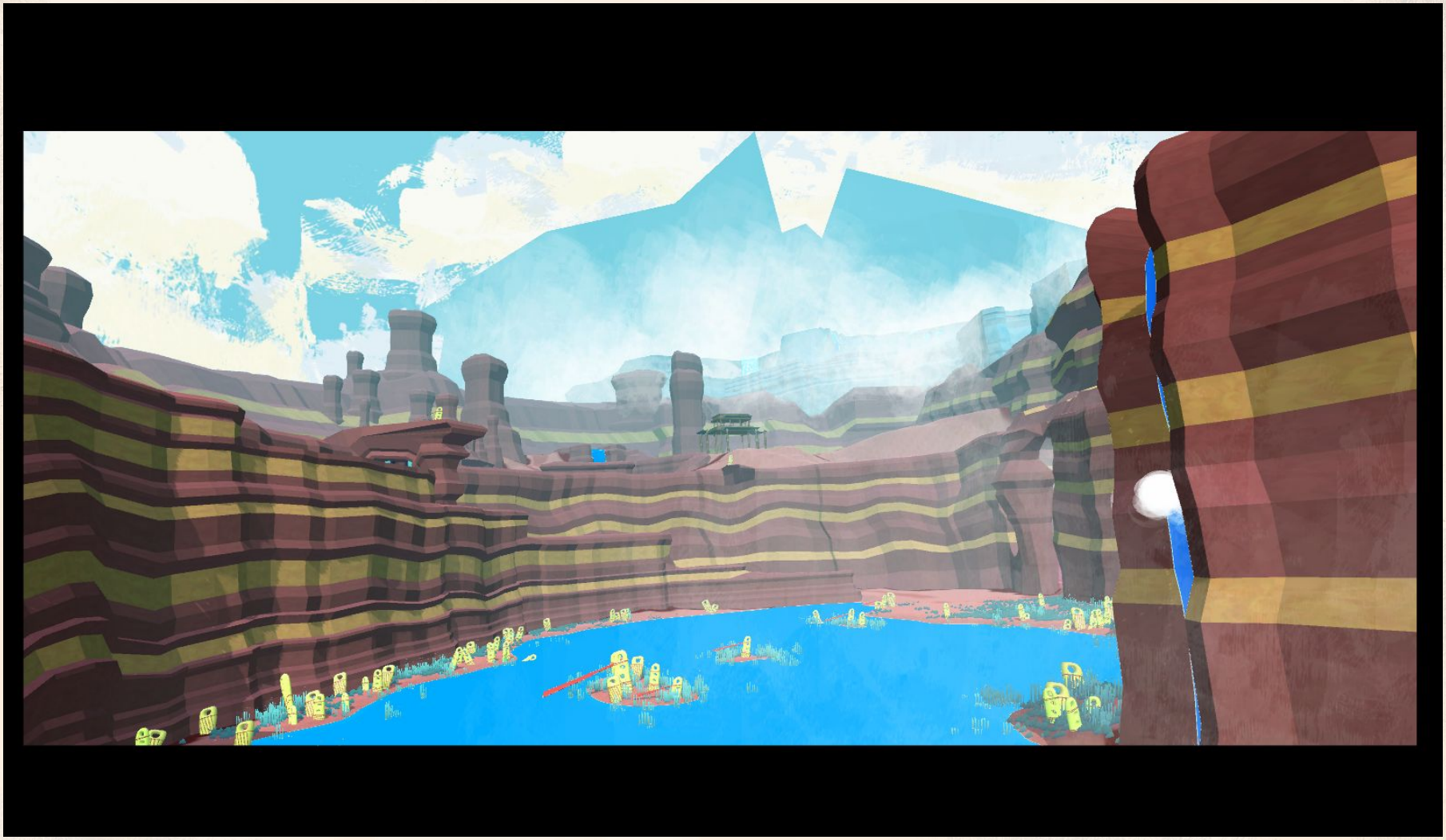




Bridge and giant door leading to the last area

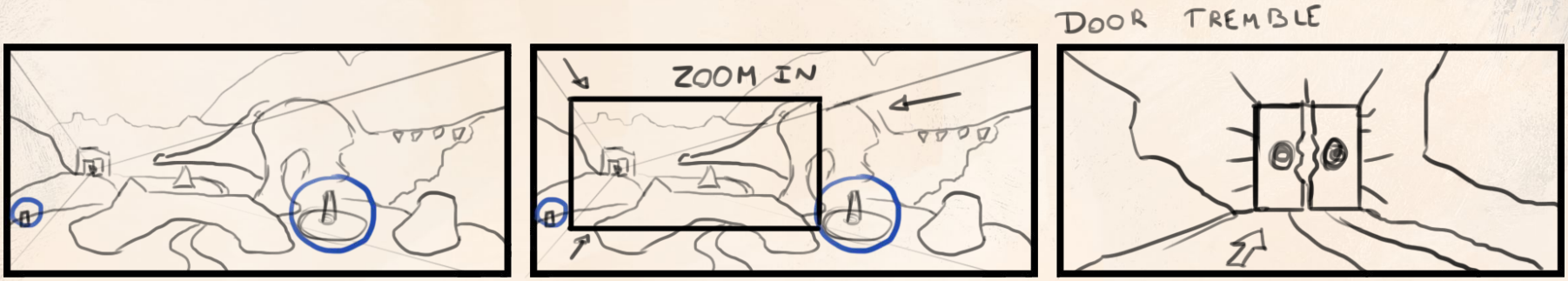
First image of space design, the town in the foreground and the temple in the back.



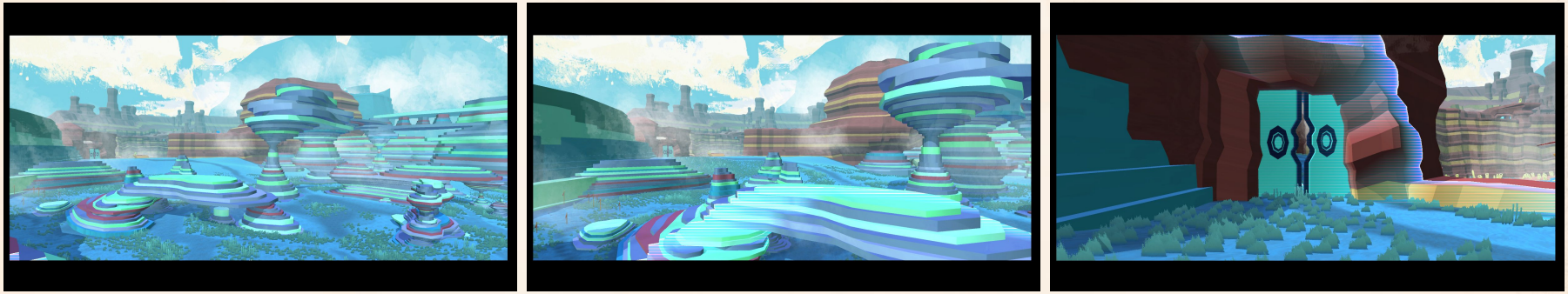


Cut scene #1

Showing to the player the area that he can explore is very important, that gives him an objective.



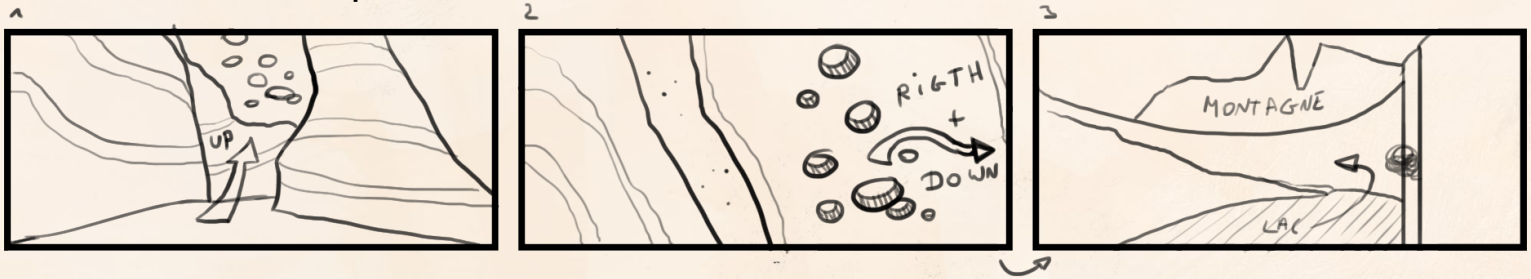
Drawing on the top of screenshots



Final result in game

Cut scene #2

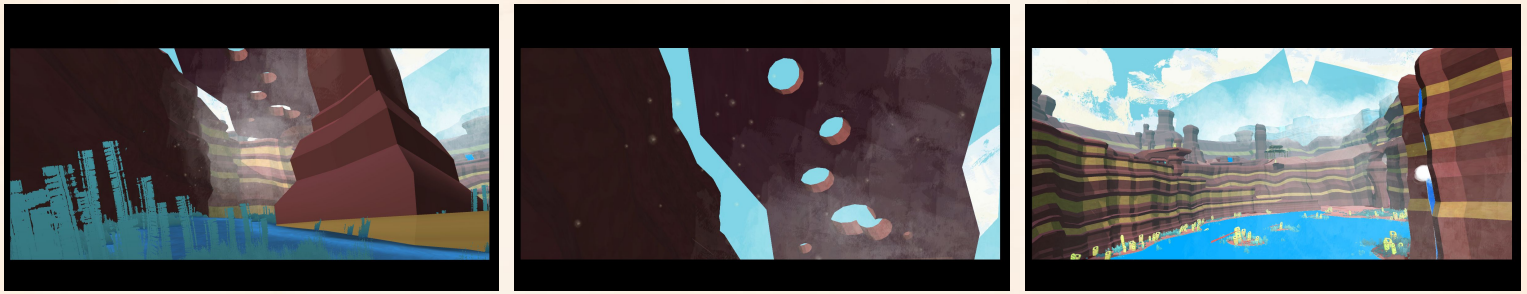
Presenting the area number two without this time giving an objective, showing important narrative environmental details was important here.



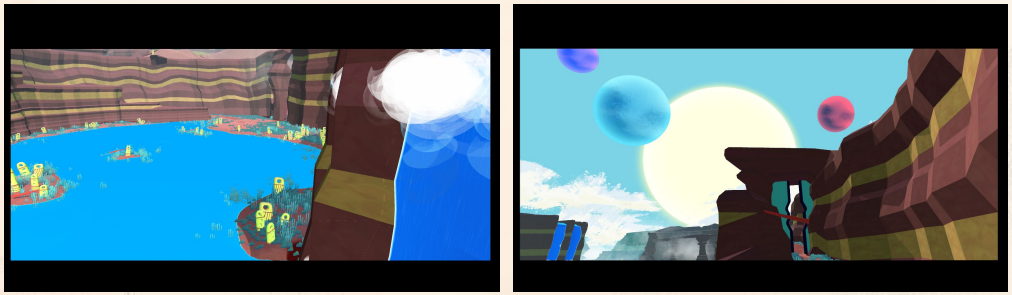
Mountains Lake

Already opened

Drawing on top of screenshots



Final result in game



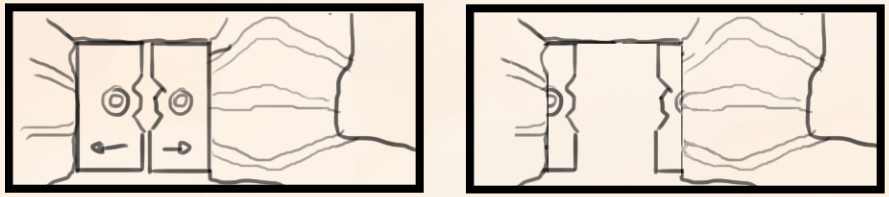
Cut scene #3

This is the end of the first enigma, the artefact lost a bit of his power, then it shows the access to the next area.

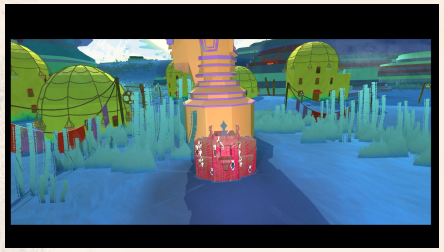
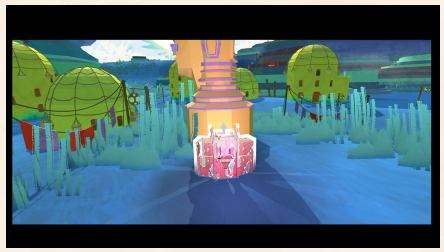
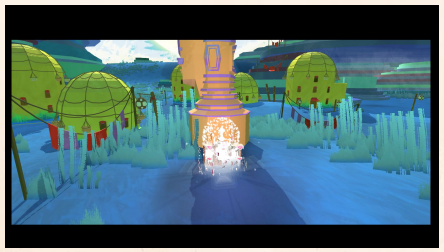
Altar getting bigger

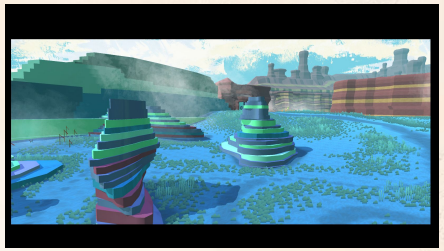
Artefact explosion

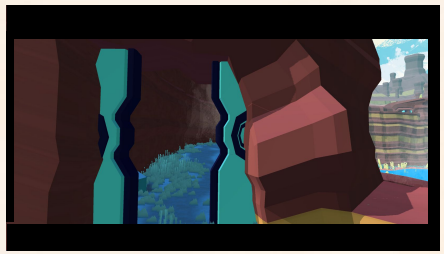
Decomposition / camera align with the door



Drawing on top of the screen

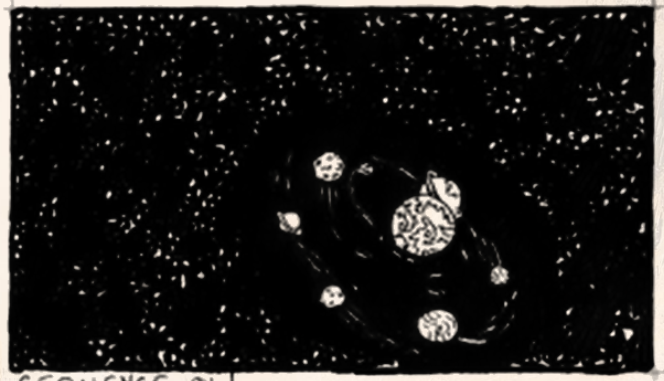




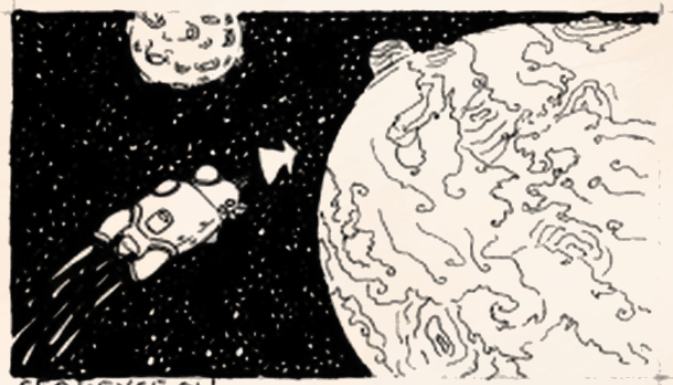
Final result in game

Storyboard of the animatic

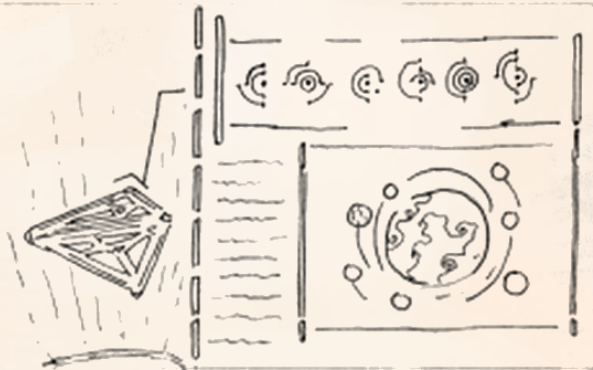
SEQUENCE 01
PLAN 01
PLAN D'ENSEMBLE



SEQUENCE 01
PLAN 02
TRAVELLING AVANT.



SEQUENCE 01
PLAN 03
PLAN LARGE



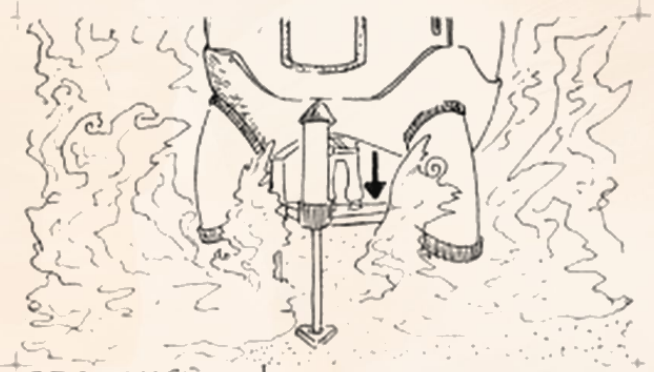
SEQUENCE 01
PLAN 04
GROS PLAN

SEQUENCE 02
PLAN 05

PLAN LARGE

SEQUENCE 02
PLAN 06

PLAN LARGE

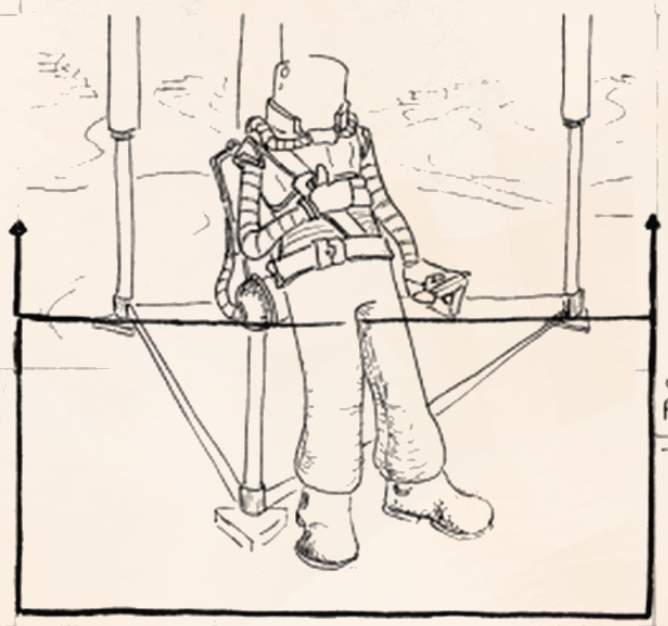


SEQUENCE
PLAN 07

PLAN RAPPROCHÉ

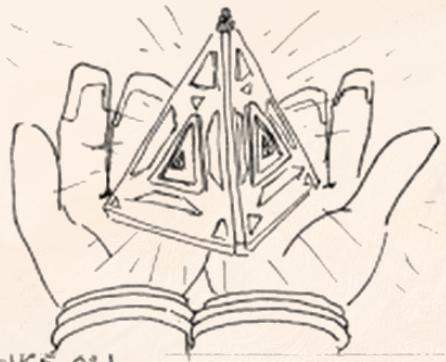
SEQUENCE 02

NOIR



SEQUENCE 02
PLAN 07

TRAVELLING



SEQUENCE 02
PLAN 08

GROS PLAN

SEQUENCE 02
PLAN 09

PLAN AMERICAIN

SEQUENCE 02
PLAN 09

PLAN AMERICAIN

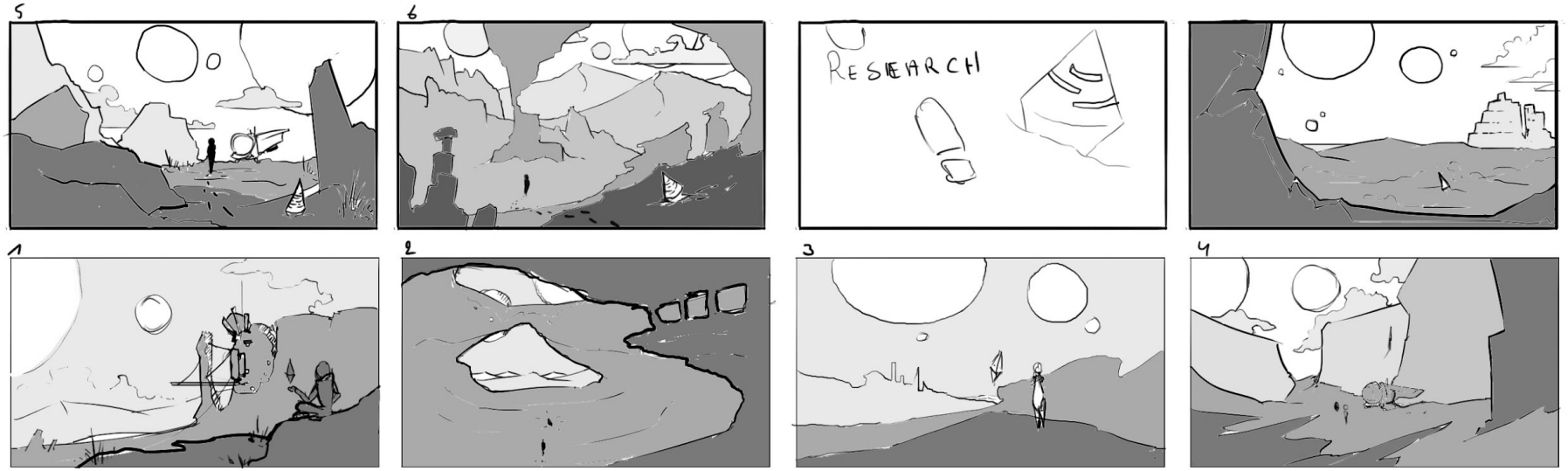
SEQUENCE 02
PLAN 10

PLAN RAPPROCHE EPAULE

SEQUENCE 02
PLAN 11

PLAN D'ENSEMBLE

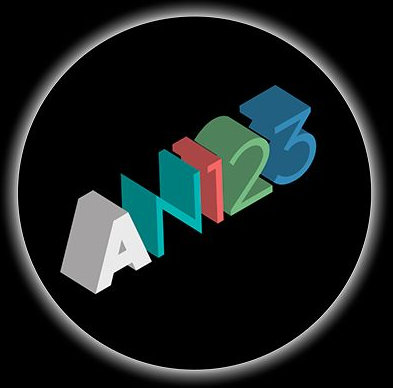
RESEARCH
ALEXIS COTEUR
RAPHAËL RAINARD
ANTOINE FAUVILLE



Initial design for the game poster, *we* later on decided on something more simple

Color variant for the game poster

Find the game on https://antoinefauville.itch.io/research



http://arts-numeriques-esa-stluc-bxl.be

http://www.stluc-bruxelles-esa.be/Arts-numeriques-1690

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CREDITS

RAPHAËL RAINARD

Project author, scenario, character design, animation, 3D modeling, texturing.

ALEXIS COTEUR

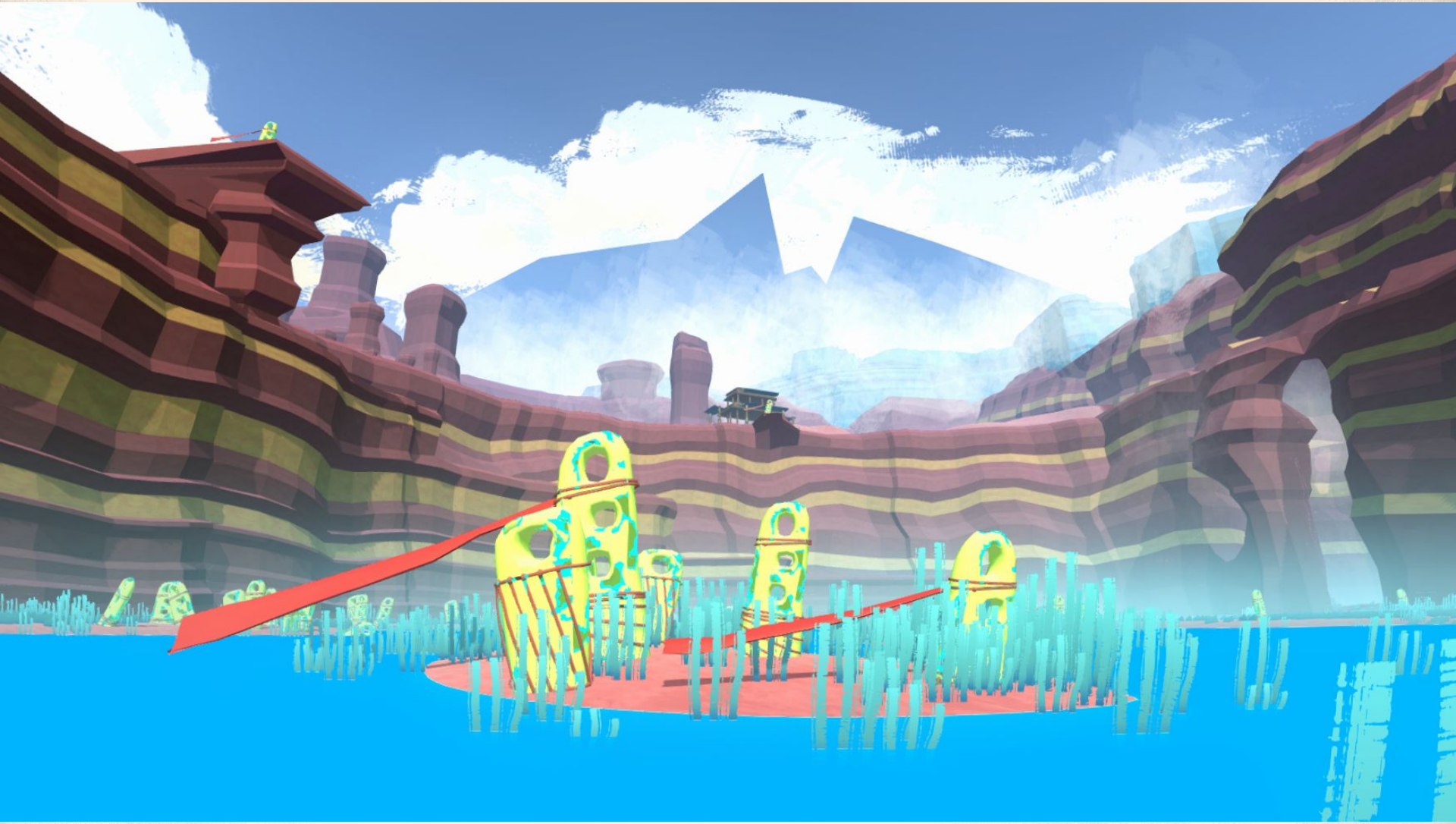
3D modeling, concept, texturing ,environment design, props design.

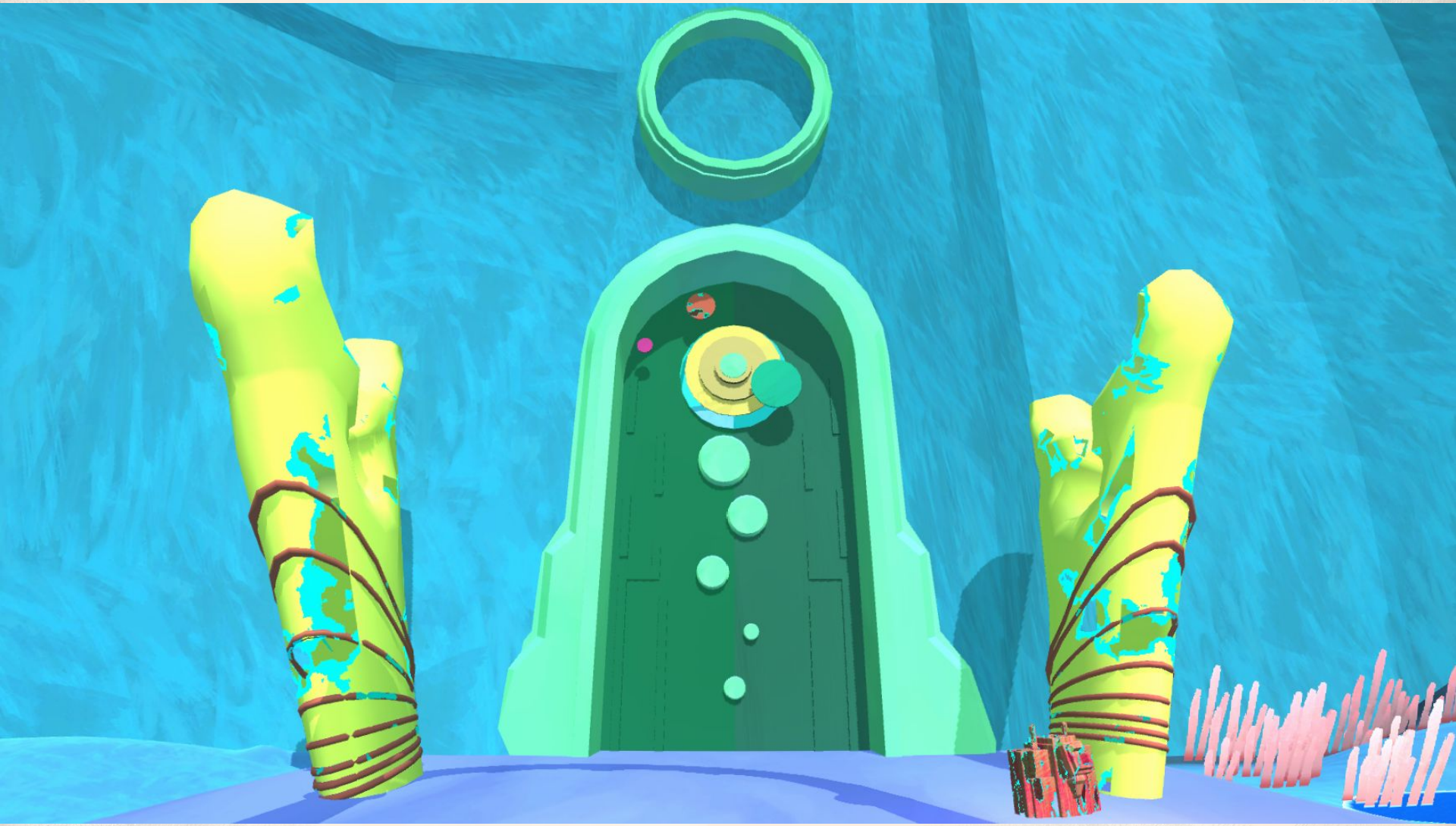
ANTOINE FAUVILLE

Programming, game design, level design, Unity integration, 3D modeling, concept, environment design, environmental animation.

MUSIC

Simon Vanneste & Eliott Delafosse





RESEARCH

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